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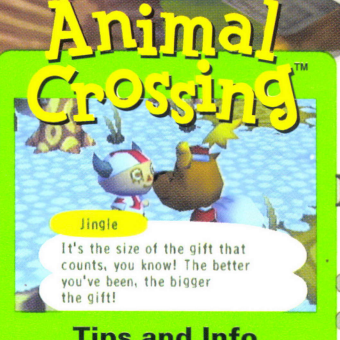
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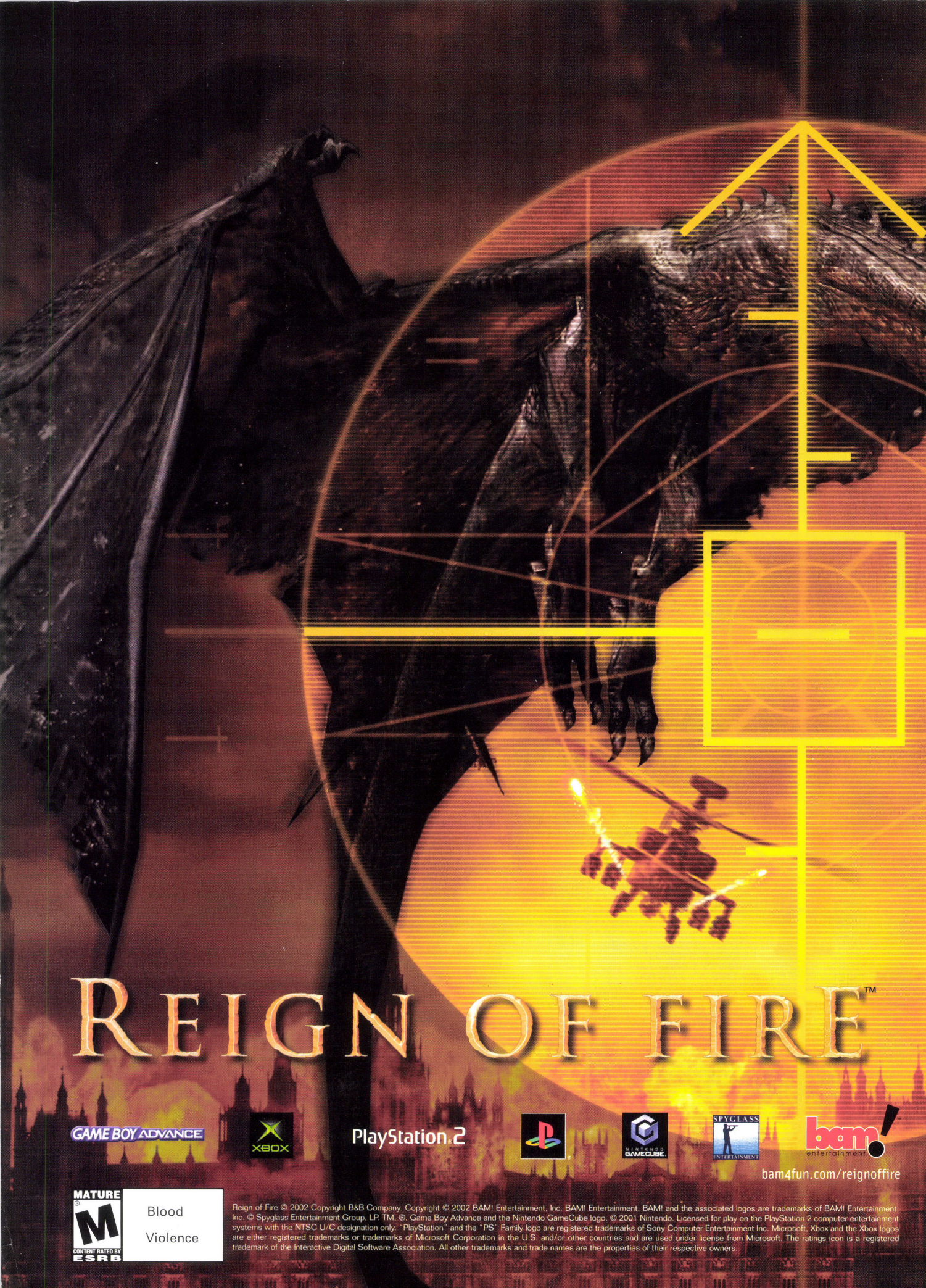
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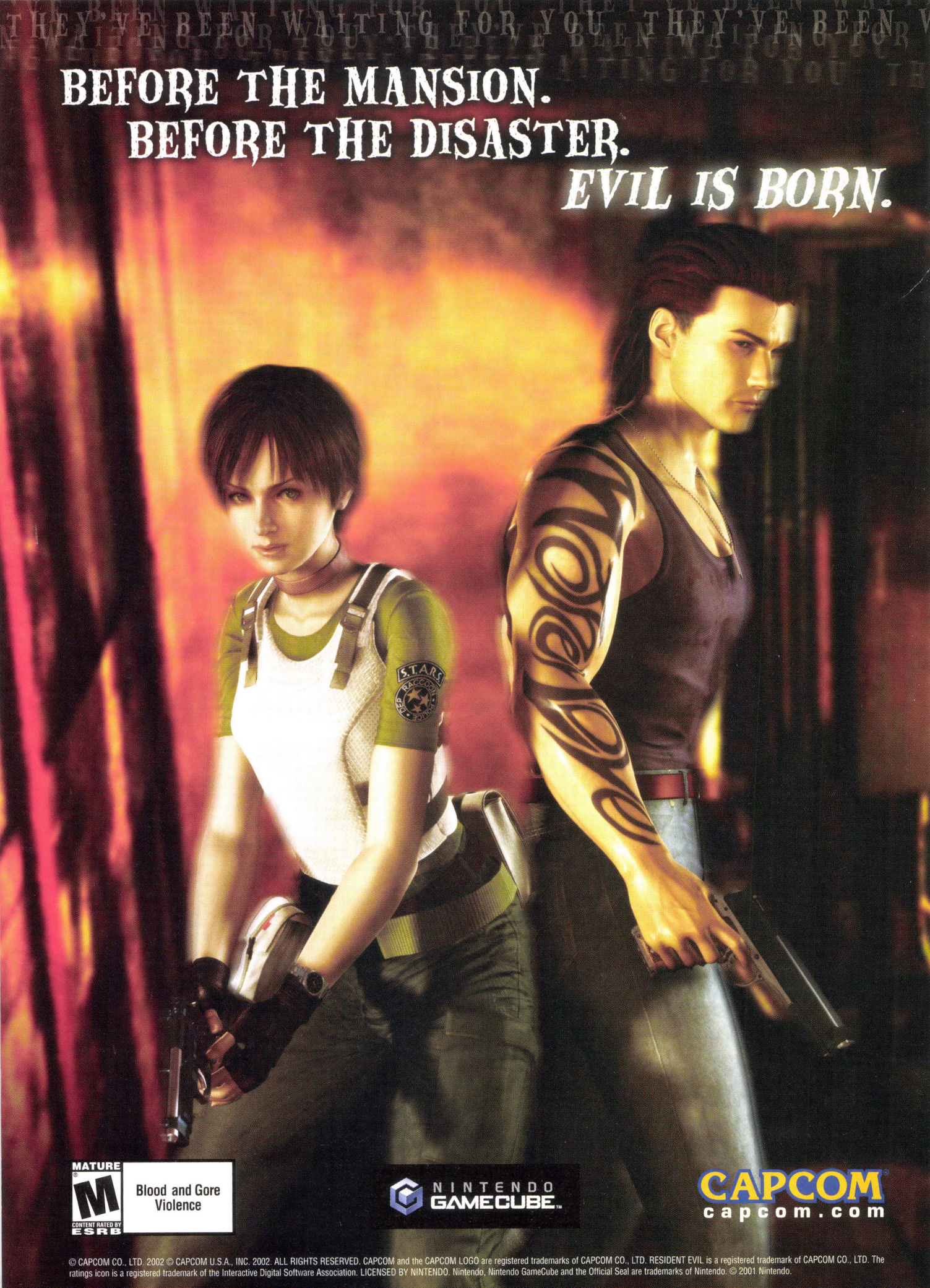


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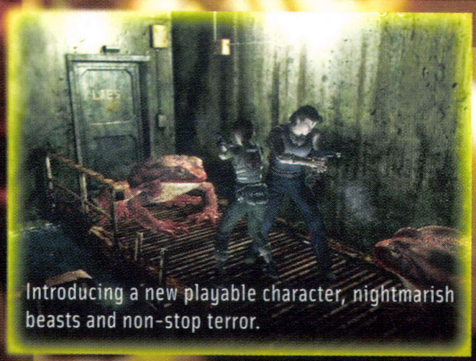
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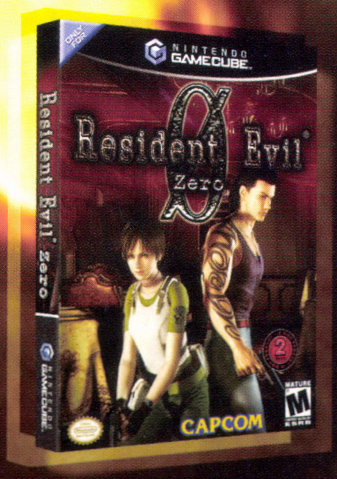
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What's inside the December issue *Tips & Tricks*? Hmm, boy...let's see. Looks like more of the same great tips, codes and gaming info that made us the #1 Video-Game Tips magazine back in 1994 and has allowed us to retain that title ever since. How fortunate you are to be reading this magazine.

DECEMBER
No. 94
2002

ON THE COVER: Three cutting-edge video-game systems, three butt-kicking fuzzy animals. For video-game fanatics, it doesn't get any better than this.

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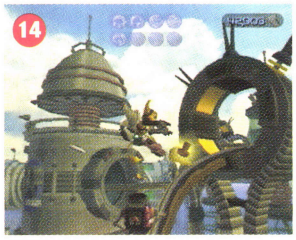
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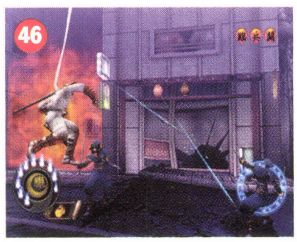




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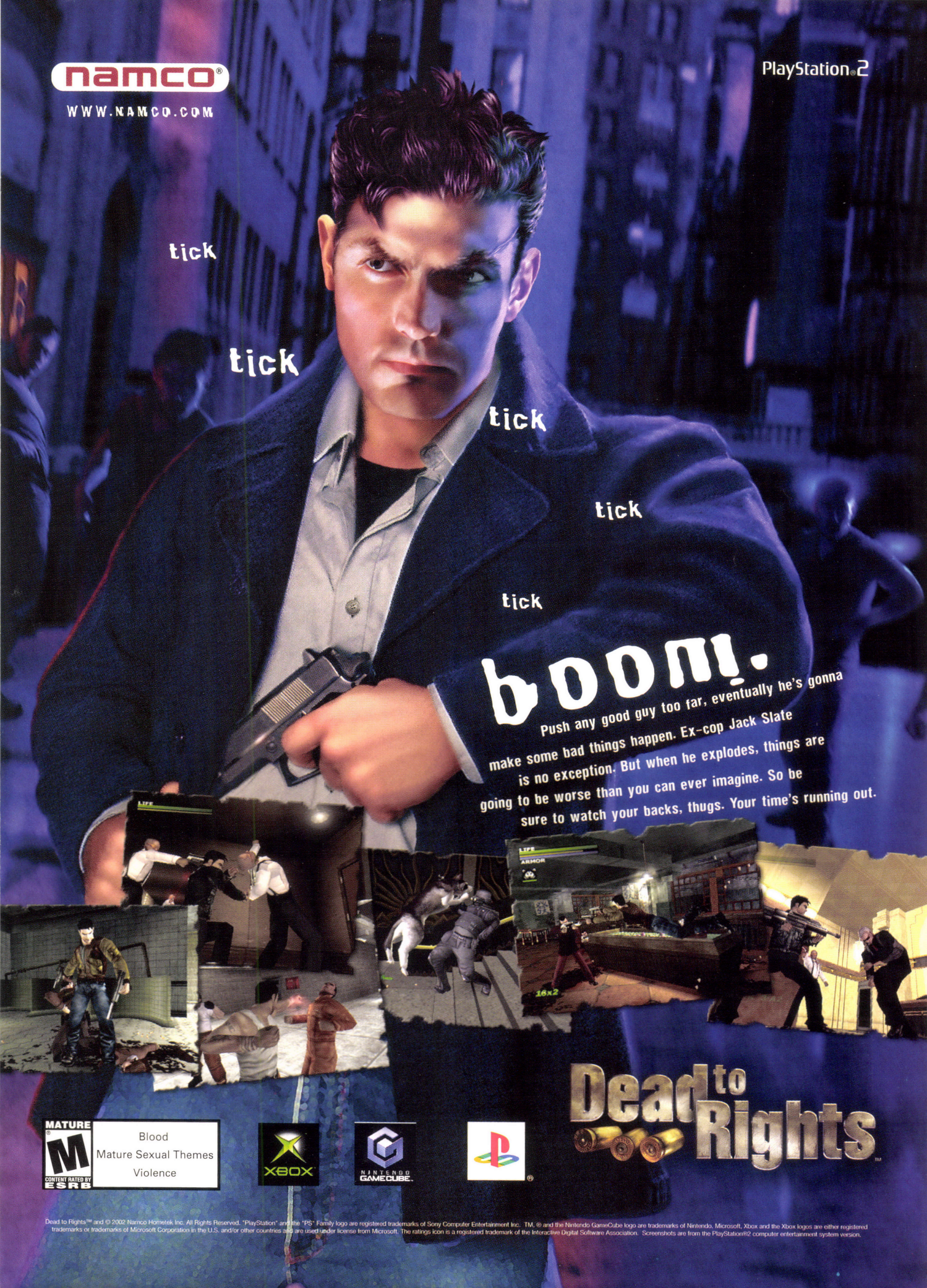
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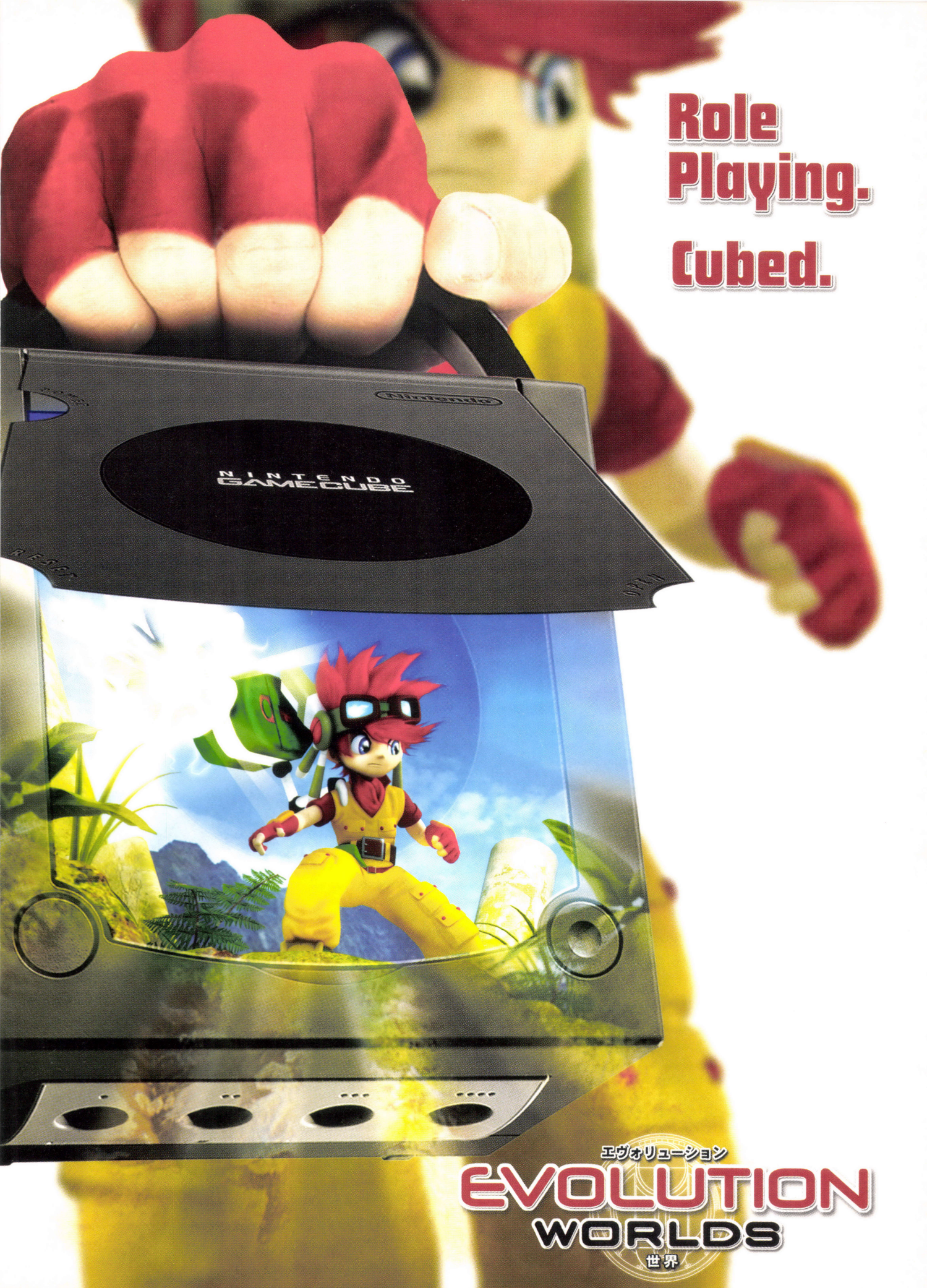
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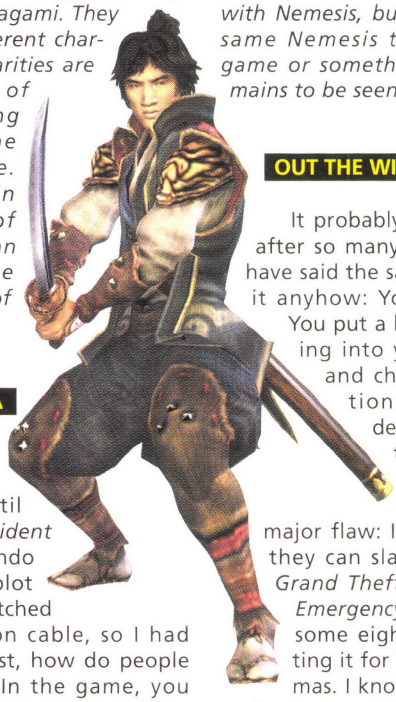
We'll print the most interesting letters right here each month, but we can't send personal replies.

NINJA NAME GAME

I haven't played either of the *Onimusha* games, but I've read your strategy guide on the first one. Later, I saw an anime movie called *Ninja Scroll*. The movie and games seem very similar, and both have main characters named Jubei. Was this intentional or just a coincidence?

—Ryan Ruetz
Attica, OH

Actually, in Onimusha 2 *the character's full name is Jubei Yagyu. In* Ninja Scroll, *it is Jubei Kibagami. They are completely different characters, so any similarities are probably a result of the similar setting and subject of the movie and game. Both take place in the feudal era of Japan; "Jubei" is an old Japanese name that is suggestive of that period in time.*



RESIDENT EVIL Q&A

I wasn't interested in the *Resident Evil* series until my brother got *Resident Evil 2* for his Nintendo 64. I thought the plot was awesome. I watched the movie today on cable, so I had some questions. First, how do people become zombies? In the game, you can get bitten left and right but Claire and Leon don't become undead! Second, at the end of the movie, an Umbrella doctor refers to the male survivor and says, "I want him on project Nemesis." Does that have anything to do with *Resident Evil: Nemesis*? I'd really enjoy it if you'd answer these questions. Thanks in advance!

—Tom Milicia
Mt. Arlington, NJ

You're welcome. In Resident Evil—both the *movie and the video-game series—ordinary people have been transformed into bloodthirsty zombies after having been exposed to an out-of-control virus from a laboratory experiment. It's not like the film* Night of the Living Dead; Resident Evil *zombies don't necessarily turn everyone they bite into zombies, too. However, it is suggested that if you get killed by one of the zombies, you will probably turn into one of them.*

To answer your second question: Aside from the proper names and some of the general ideas, the Resident Evil *movie and games really have nothing to do with each other. The characters and continuity for each are completely independent. However, the Nemesis connection is an interesting one that is definitely some sort of reference to the game. There have been rumors that the next* Resident Evil *movie will have something to do with Nemesis, but whether this is the same Nemesis that appears in the game or something entirely new remains to be seen.*



Milla Jovovich as "Alice" from the *Resident Evil* movie.

Contrary to popular belief, the purpose of the ESRB ratings is not to restrict who buys certain games. Just as you mentioned, it serves as a tool for parents (or anyone else) to decide for themselves if a particular game is an appropriate purchase. You and your friends may know all about games like State of Emergency, *but many parents have no idea which games have been created for all audiences and which ones primarily target adults. With the ESRB ratings, they can find out information about a game's content without having to buy or play it first. Several video game retailers will not sell you M-rated games if you are under a certain age, but these restrictions are not imposed by the ESRB; it's not a law. Some stores do this voluntarily to protect themselves from liability or from parents' complaints; some may even refuse to carry M-rated games.*

OUT THE WINDOW

It probably doesn't mean much after so many other video gamers have said the same thing, but I'll say it anyhow: Your magazine rocks. You put a lot of time and thinking into your strategy guides and cheat codes. My question is this: What's the deal with the rating system? I mean, it was a good idea and all, except for one major flaw: It doesn't work. Sure, they can slap a big old "M" on *Grand Theft Auto III* or *State of Emergency*, but they won't stop some eight-year-old from getting it for his birthday or Christmas. I know quite a few people under the age of 12 who have played M-rated games, including myself. So why doesn't the ESRB toss the ratings out the window and let parents decide when kids can play certain games?

—Jamie Ellis
Mechanicsville, VA

TOKEN OF THE MONTH



This month's token comes from Space Port in Fort Worth, Texas. It was sent in by Wesley Elliston, also from Fort Worth. Thanks, Wesley!

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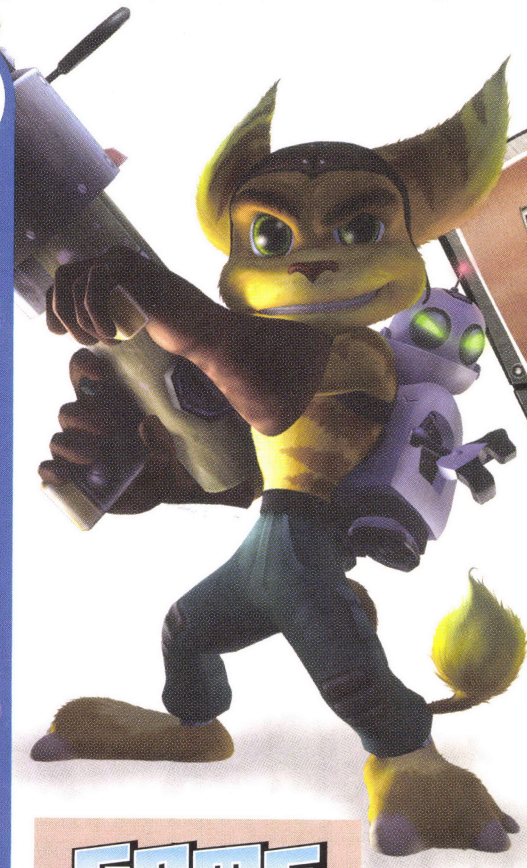
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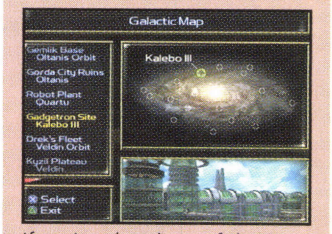


Ratchet & Clank

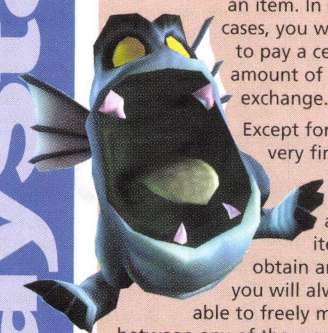
by Ara Shirinian

Over the past several years, Insomniac Games has enjoyed great success with its *Spyro The Dragon* series. While Spyro apparently still has enough steam to keep going and going, after making three games Insomniac and Spyro parted ways. *Ratchet & Clank* is the latest creation from Insomniac and is the developer's first PS2 project. In this strategy, I'll show you how to get every item, weapon and gadget in the game, as well as all 40 Gold Bolts!

Game Flow



If you've played any of the *Spyro* games, you'll find several similarities to the way this game is organized. There are 18 totally disjoint worlds, each with a set of missions for you to complete. Whenever you finish a mission, you might either reveal another mission in the same world, unlock another world or obtain an item. In some cases, you will have to pay a certain amount of bolts in exchange.



Except for the very first stage (where there are no items to obtain anyway), you will always be able to freely move between any of the worlds that you have unlocked in the game. Although progressing though the game will change the state of some areas, you will still always be able to go back to pick up anything you may have missed.

Resource Management



A large part of *Ratchet & Clank* involves management of your primary resource, bolts. This fact will become considerably more evident in the second half of the game where the challenges are much tougher and the availability of free ammo containers begins to thin out. The easiest way to battle enemies is always with a well-chosen Gadgetron weapon, although if you use them too much you might out of bolts from having to buy more ammo so often. By using these weapons, you are essentially trading in bolts for reducing the difficulty of the game.

Therefore, it's quite important for you to collect as many bolts as possible. If you add up the price of everything that can be purchased in the game, the grand total comes to 409,500 bolts, which may be reduced by up to 33,750 depending on how many weapons you buy before you find the Persuader. This isn't even counting any funds that you'll expend for ammo purchases!



In the first half of the game, you'll hardly ever have to buy ammo because you'll have relatively few weapons, and the ammo that you find lying around the worlds will usually be enough to fill your stocks. As you make progress, the amount of free ammo that you'll find remains fairly constant, although the number of weapons that you have will strictly increase. As a result, on a per-weapon basis your ammo will be replenished more and more slowly.

If you really want to play seriously, I recommend using the wrench as often as possible. This isn't nearly as much fun as using all the different weapons all the time, but it does accomplish two important things. First, you'll reserve your ammo and bolt quantities. This in turn allows you to have weapons and ammo available to you when you really need it, and also allows you to buy weapons and items more quickly. Second, getting used to swinging the wrench around will make you more comfortable with its use, so you won't feel the need to pull out ammo-consuming weapons when the action starts to heat up. Of course, you can always use weapons that don't require ammo like the Suck Cannon or the Walloper—but in my experience, these have been difficult to use compared to their effectiveness, so I usually just end up using the trusty wrench in most cases.



If you want to maximize your efficiency with ammo consumption, try to keep all ammo stocks under about 80% of their maximum capacities. This way, you'll rarely encounter free ammo that you'll have to give up because your stock is already at its maximum.

Gold Bolts and Gold Weapons



There are 40 Gold Bolts that can be found throughout the game. Most of them are hidden in hard-to-find locations and/or in spots that don't appear on the main map. Additionally, some are impossible to reach until you complete certain missions or unless you have some gadget or item.

In Gemlik Base, there is a secret room atop the highest tower. It's located near the space fighter hangar. At first it seems like there's no entrance, but if you perform a series of wall jumps at the front of the opening, you can get to the upper platform. In this room, you can purchase any of the first five Gold Weapons in exchange for 10,000 bolts and four Gold Bolts each. If you finish the game and start over, you'll find a new teleporter at the beginning of Tobruk Crater that leads to the Gold Weapons Room! Here you can purchase any of the first five Gold Weapons that you missed, plus you can buy five more. The gold weapons are powered-up versions of the regular weapons, but their ammo cost is the same.



Available at Gemlik Base, before you finish the game:

- Gold Suck Cannon
- Gold Glove of Doom
- Gold Blaster
- Gold Pyrocitor
- Gold Bomb Glove

Available at Tobruk Crater, after finishing the game once and starting over:

- All of the above, plus:
- Gold Decoy Glove
- Gold Morph-o-Ray
- Gold Mine Glove
- Gold Devastator
- Gold Tesla Claw

Inventory Catalog

Here's a list of everything that you can obtain in the game. For each weapon, I've listed the earliest world that the weapon can appear in. Weapons that don't have a listed price must be found instead of bought. Whenever a weapon appears at a Vendor, it will also appear at any subsequent Vendor you visit. If you have the Gadgetron PDA, you can buy ammo even if you're not at a Vendor. However, as you can see in the table below, you'll have to pay anywhere from 200% to 1,000% of the Vendor price for the added convenience. The "Full Ammo Cost" column is the price you would have to pay if you bought the maximum ammo for a particular weapon at a regular Vendor.

Weapon	First Appears In...	Max Ammo	Price	Price w/ Persuader	Ammo Price	Ammo Price w/ PDA	Full Ammo Cost
Bomb Glove	—	40	—	—	5	25	200
Pyrocitor	Tobruk Crater	240	2,500	1,250	1	5	240
Blaster	Metropolis	200	2,500	1,250	1	10	200
Glove of Doom	Logging Site	10	7,500	5,000	40	100	400
Mine Glove	Blackwater City	50	7,500	5,000	5	15	250
Taunter	Blarg Station	—	2,500	1,250	—	—	—
Suck Cannon	Logging Site	—	—	—	—	—	—
Devastator	Fort Krontos	20	10,000	7,500	50	100	1,000
Walloper	Blarg Depot	—	7,500	5,000	—	—	—
Visibomb Gun	Kogor Refinery	20	15,000	10,000	100	200	2,000
Decoy Glove	Jowai Resort	20	7,500	5,000	10	50	200
Drone Device	Bomb Factory	10	7,500	5,000	40	100	400
Tesla Claw	Gorda City Ruins	240	40,000	30,000	1	10	240
Morph-o-ray	Gorda City Ruins	—	—	—	—	—	—
R.Y.N.O.	Blackwater City	50	150,000	—	20	50	1,000

Gadget	Found In...	Price	Function
Trespasser	Outpost X11	—	Use it to open Invinco-Locks
Hydrodisplacer	Blarg Station	—	Drain or fill large pools at Hydro-Faucets
Swingshot	Metropolis	1,000	Use it to swing from specified points
Gadgetron PDA	Gorda City Ruins	1,000	Buy ammo at any point in the game for a premium price
Metal Detector	Fort Krontos	—	Uncover bolts hidden in the ground
Hologuise	Gadgetron Site	—	Wear this to infiltrate areas with robotic security systems
Heli-Pack	Metropolis	1,000	Allows you to jump higher and across greater distances
Thruster-Pack	Jowai Resort	2,000	Upgrades the Heli-Pack and adds a new Power Slam move
Hydro-Pack	Blarg Station	—	Increases your swimming speed
O2 Mask	Jowai Resort	—	Lets you breathe underwater, in space and in toxic areas
Sonic Summoner	Outpost X11	—	Allows you to interact with Sand Mouse Houses
Pilot's Helmet	Blarg Depot	—	Allows you to pilot Blarg fighter craft
Grindboots	Blarg Station	2,000	Allows you to grind on special Grind Rails
Magneboots	Kogor Refinery	—	Allows you to walk on special Magne-Strips

Item	Found In...	Price	Function
Hoverboard	Outpost X11	—	Allows you to enter Hoverboard races
Persuader	Jowai Resort	—	Reduces the prices of weapons sold by Vendors
Bolt Grabber	Robot Plant	—	Allows you to pick up bolts from greater distances
Premium Nanotech	Kogor Refinery	4,000	Adds one hit point to your max health, for five total
Ultra Nanotech	Kogor Refinery	30,000	Adds three hit points to your max health, for eight total
Map-o-matic	Gadgetron Site	—	Draws secret unexplored areas in green on your map
Zoomerator	Blackwater City	—	In Hoverboard races, this converts tricks into boost
Raritanium	Bomb Factory	—	Trade this for the Persuader
CodeBot	Drek's Fleet	—	Unlocks the Invinco-Vault in Robot Plant



HOVERBOARD RACES



At various points in the game, you'll be able to participate in Hoverboard races! In order to earn points, you have to perform a Pose by holding any of the **L** or **R** buttons while you're in the air. At the same time, you have to perform a Flip by rotating Ratchet a full 360 degrees by holding down either **Left** or **Right** until he turns completely around. To the right is a list of the different tricks you can do while in a Hoverboard race. If you have the Zoomerator, the amount of boost you receive per trick corresponds to the amount of points you earn per trick.

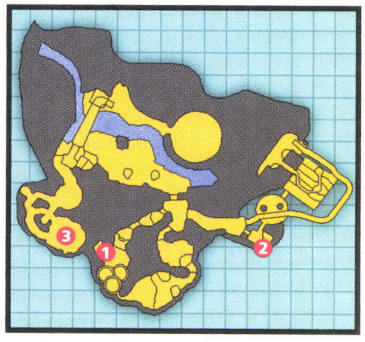
Remember:

- You can change the order of the button combinations without changing the trick. For example, if you want to execute a "Call Me Sally," **L1**, **R1**, **L2** + 1 Flip will also work.
- You can also flip any time during a pose without changing the trick. For example, to execute a Double Darla, you can also press **R1**, **L1** + one Flip, **L2** + one Flip.
- You seem to flip faster if you change your pose while flipping instead of holding the same pose. For example, to execute the Revolverator, the easiest thing to do is to flip once while simultaneously executing each pose.
- The best place to get big air is at the first Hoverboard course in Blackwater City.

Name	Points	Trick Combination
—	10	Any Pose + one Flip
—	20	Any Pose + two Flips
—	20	Any two Poses + one Flip
—	30	Any Pose + three Flips
—	40	Any Pose + four Flips
—	40	Any two Poses + two Flips
—	60	Any two Poses + three Flips
—	80	Any two Poses + four Flips
Call Me Sally	200	R1, L1, L2 + one Flip
Plumber's Crack	215	R1, L1, R2 + one Flip
SandShark	225	L1, L2, R2 + one Flip
Blarg Air	235	R1, R2, L2 + one Flip
Double Darla	325	R1, L1, L2 + two Flips
Snagglebeast	350	R1, L1, R2 + two Flips
Cracker Jak	375	L1, L2, R2 + two Flips
Do the Robot	400	R1, R2, L2 + two Flips
Revolverator	500	R1, R2, L1, L2 + three Flips
Twisty McMarx	650	R1, R2, L1, L2 + four Flips

MISSIONS & GOLD BOLT LOCATIONS

Planet Novalis—Tobruk Crater



Missions

- Find a new ship
- Explore the waterworks
- Buy Infobot from mechanic (cost: 500 bolts)

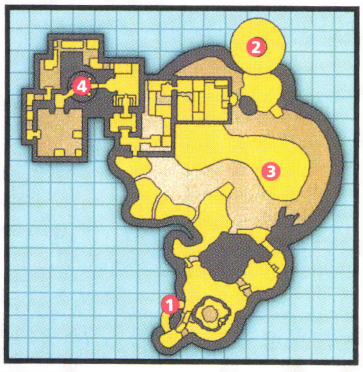
Gold Bolts





1. In the caves near the starting point, look carefully at the bottom of the three terraced pools. There's a false stone wall here that you can destroy with your Bomb Glove. Behind it is a Gold Bolt!
2. In the first room of the waterworks area, use the wall jump maneuver to reach the top of this hidden ledge.
3. If you have the Hydro-Pack, you can swim up the river and into the large pipe. At the source of the river is a secret cave where you'll find another Gold Bolt.

Planet Aridia—Outpost X11



Missions

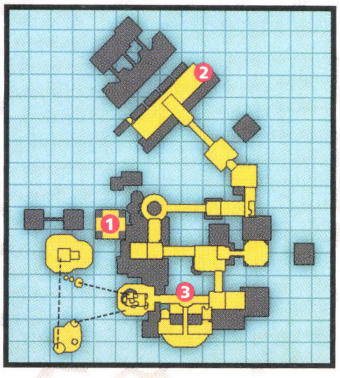
- Locate Skid McMarx
- Help Skid get to his ship (earns you the Hoverboard)
- Find Skid's agent
- Bring Prize to agent (earns you the Sonic Summoner)
- Use your Swingshot (earns you the Trespasser)

Gold Bolts



1. In the area right behind your ship, you'll find this blue lattice barrier and a Gold Bolt beyond it. You can't get through the barrier, but if you look along the wall to the left, you'll be able to spot another false section that can be destroyed with the Bomb Glove. Look carefully for cracks in the rock that reveal an open area behind it. This secret path will lead you to the other side of the barrier!
2. Near the location where you found Skid's agent, you'll see a huge gun turret. There's another Gold Bolt located under it, but you'll need to have the Magneboots in order to scale the wall leading up to the area.
3. The large central island structure in this world is difficult to reach because of the surrounding mud. There isn't much here except for the Gold Bolt. The easiest way to cross is from the side that's closest to Skid's agent and the large metallic structure. Remember, once you're in the mud you're only allowed to jump twice before touching solid ground.
4. At the end of the Swingshot area, you'll find a large, circular room. There's an inconspicuous lower platform here where you can find another Gold Bolt.

Planet Kerwan—Metropolis

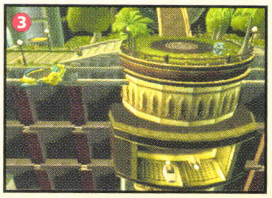


Missions

- Visit Al's Roboshack
- Buy Heli-Pack from Al (cost: 1,000 bolts)
- Explore the rest of the city
- Ride the Robot Train
- Complete fitness course
- Buy Swingshot from trainer (cost: 1,000 bolts)

Gold Bolts





1. Around the center of Metropolis, there's a Gold Bolt hidden in a cross-shaped building. By jumping down from the top of the highest structure of the fitness course, you can reach this otherwise inaccessible area.
2. The second Gold Bolt is located on the far end of the train depot, in plain view.
3. This last one is tricky. From your starting point, there's a tunnel under you that all the cars fly into and out of. You can see the opening if you position the camera properly from the taxicab on the ledge. With the Thruster-Pack, you can float down into the tunnel safely. You'll find the Gold Bolt inside.

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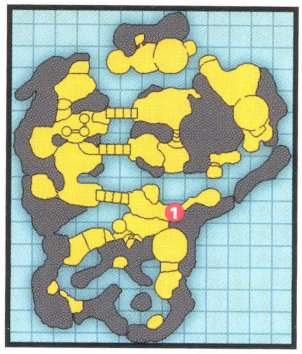
PlayStation.2

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Planet Eudora—Logging Site

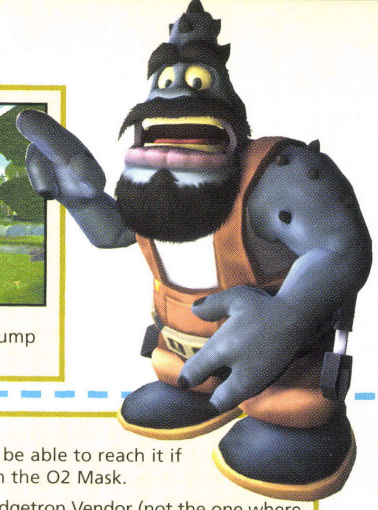


Missions
- Confront robot lieutenant
- Explore the mills (earns you the Suck Cannon)

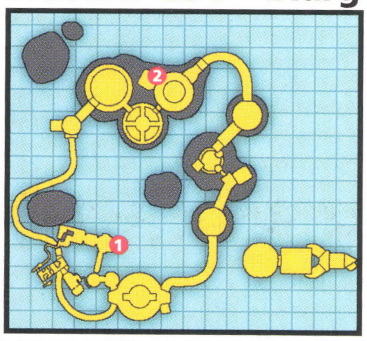
Gold Bolts

1 This bolt is very easy to spot; it's right near the starting point. However, it seems impossible to reach. Actually, the matter is much simpler than it seems. With the Thruster-Pack, you have just enough room to grab the ledge if you jump from the second step from below.





Nebula G34—Blarg Station

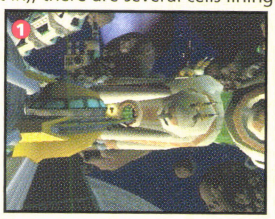


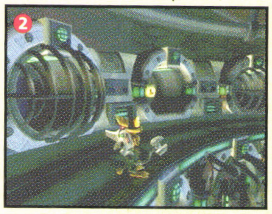
Missions
- Explore the space station
- Buy Grindboots (cost: 2,000 bolts)
- Explore the Blarg warship
- Destroy the warship
- Journey outside the airlock (earns you the Hydrodisplacer)

Gold Bolts

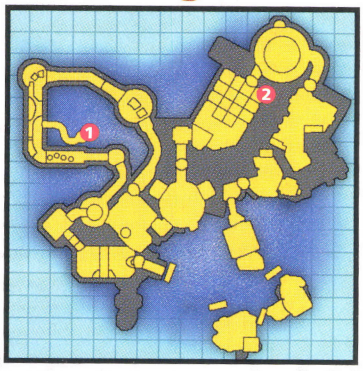
1 This Gold Bolt is outside. You'll only be able to reach it if you come here as Ratchet later on with the O2 Mask.

2 In the large circular room with the Gadgetron Vendor (not the one where you start out in), there are several cells lining the walls. On the top row, one cell leads to a secret rear area containing a Gold Bolt.





Planet Rilgar—Blackwater City



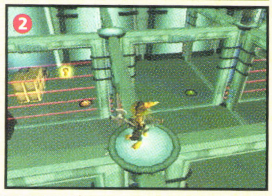
Missions
- Win the hoverboard race (earns you the Zoomerator)
- Locate Captain Qwark
- Bribe the bodyguard (cost: 4,000 bolts)

Gold Bolts

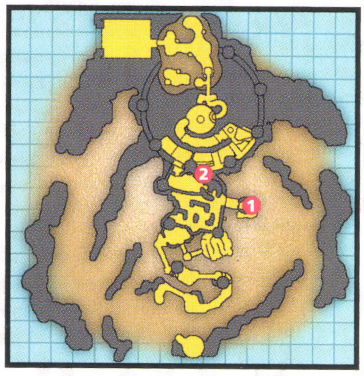
1 In the water-rising section of this world, there's a secret passage leading to a Gold Bolt about halfway though. You won't be able to reach it until you first complete the section and return later to the flooded area with the O2 Mask.

2 Downtown, there's an area containing a matrix of force fields. In the corner there's a Gold Bolt, but access to it is blocked and the switch to turn off its force field is on the inside. The only way to get to it is by jumping down from above. You can use the manhole all the way on the far side of the matrix to jump on top of the structure, then walk along the edges of the frame toward the corner.





Planet Umbris—Qwark's HQ



Missions
- Survive Qwark's gauntlet
- Destroy the Snagglebeast
- Find a new ship

Gold Bolts

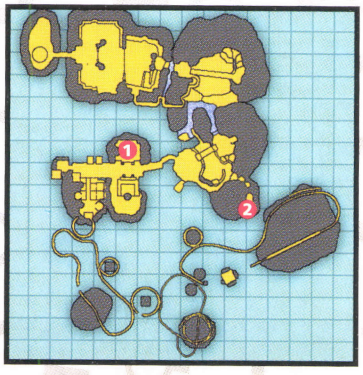
1 In the first half of the stage, you'll come across a domed building at the end of a bridge. A Gold Bolt is inside, but the door is locked. To open it, look for three switches on ledges surrounding the building just to the right of the door.

2 The second one is behind a similar door, next to the statue of Qwark. You can't open this door, so just move forward through the other door instead until you exit the first pool of water. If you look carefully below the ledge at that point, you'll see the room beyond the door from above.





Planet Batalia—Fort Krontos

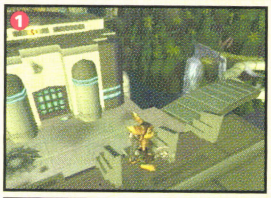


Missions
- Scout the area
- Ride the grind rail
- Buy Deserter's Infobot (cost: 2,000 bolts)
- Talk to the Commando
- Meet the Commando at city
- Explore the walled city
- Destroy the bombers (earns you the Metal Detector)

Gold Bolts

1 Near the starting point, if you don't take the path that leads to the grind rail, you'll immediately see two buildings on either side of you. There's a Gold Bolt on the roof of the left building. How do you get up there? Just perform a wall jump between the two facing walls right at its entrance.

2 Just before you get to the source of the river in this world, if you follow the path that leads upward from the terraced steps you'll eventually reach another Gold Bolt.

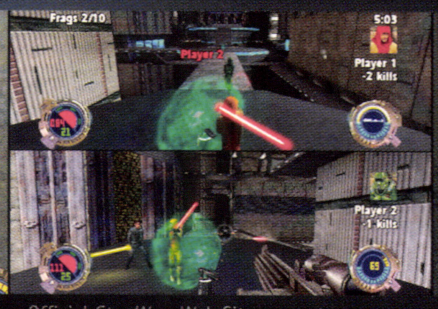




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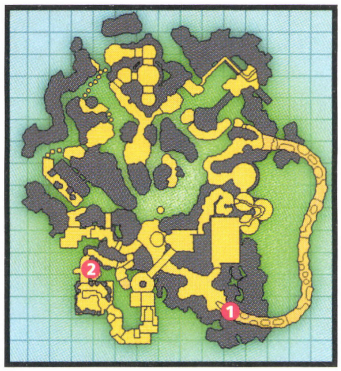


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TEEN T CONTENT RATED BY ESRB — Violence

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Planet Orxon—Kogor Refinery

Missions

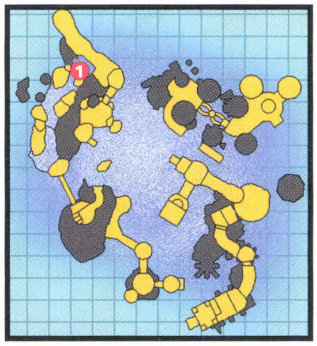
- Search the laboratories (earns you the Magneboots)
- Traverse the wilderness
- Explore as Ratchet
- Catch the Infobot
- Buy the Premium Nanotech (cost: 4,000 bolts)

Gold Bolts



1 This Gold Bolt is visible from the area near the starting point where all the bombs are being lobbed from the watch towers, but you'll have to go the long way around to get it. If you have the Map-o-matic, you'll see the entrance to the secret tunnel that leads you there. You'll need several rounds of Devastator ammo to destroy the metal plates blocking the entrance and various sections of the tunnel.

2 The other Gold Bolt is located in the area that you initially explored with Clank. When you reach this point as Ratchet, use the wall jump on this pair of walls to reach a secret upper room.



Planet Pokitaru—Jowai Resort

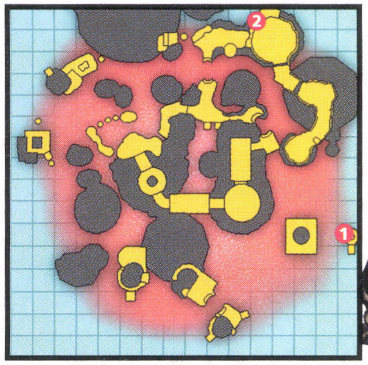
Missions

- Check out the resort
- Help the resort owner
- Buy Thrusterpack from Bob (cost: 2,000 bolts)
- Destroy the Blarg ships (earns you the O2 Mask)
- Navigate the sewers
- Bring Raritanium to Inventor (earns you the Persuader)

Gold Bolts

1 One of the circular islands on the left side of the map has an underwater cave. If you swim through it, you'll find yourself in a hidden valley with a Gold Bolt at the very end.





Planet Gaspar—Blarg Depot

Missions

- Find the Pilot's Helmet (earns you the Pilot's Helmet)



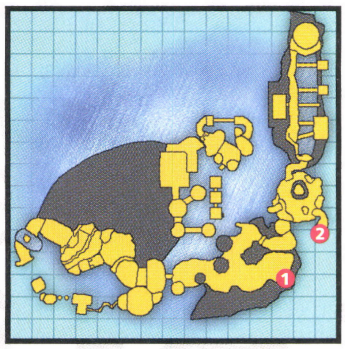
Gold Bolts

1 From the starting point, if you look carefully around the edges of the island you'll see a second path that you can follow. This one is difficult to navigate and it leads you around the perimeter of the world. At the very end of it is a Gold Bolt.

2 Near the point where you obtained the Pilot's Helmet, you may notice an island that looks like a wide volcano mouth. If you jump into this hole, you'll find a secret underground area. When you come back out on the other side, you'll find another Gold Bolt.







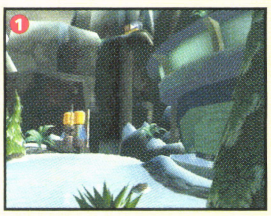
Planet Hoven—Bomb Factory

Missions

- Destroy the Planetbuster
- Explore the Icy Wastes (earns you Raritanium)
- Buy Hydro-Pack from Edwina (cost: 2,000 bolts)

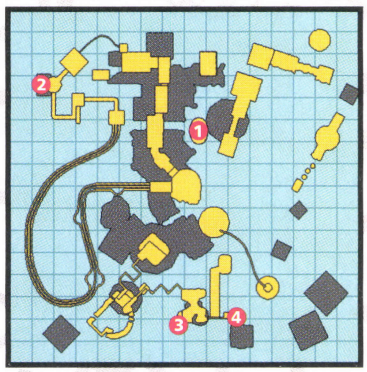
Gold Bolts

1 The first Gold Bolt in this world is located on a ledge above where this platform is moving up and down. You can't stand on the platform, but you can use a wall jump between the cliff wall and the metal plate on the platform to reach the top.



2 The second bolt is in the cave where you use the Hydrodisplacer. After you flood the cave completely, you can swim into this hole and get the Gold Bolt that's sitting on the ledge.

Planet Oltanis—Gorda City Ruins

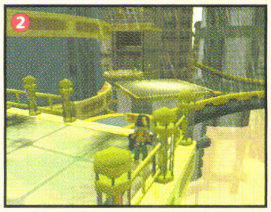


Missions

- Find survivors of the Blarg Attack
- Buy Infobot from scrap merchant (cost: 2,000 bolts)
- Search the destroyed city (earns you the Morph-o-ray)
- Purchase Gadgetron PDA from "Steve" (cost: 1,000 bolts)

Gold Bolts

1 After you have completed the missions in this world, you can use your Swingshot from the central square to traverse a complex route that winds through the city. Eventually, it will lead you to a Gold Bolt on an oblong island.



2 After the first grind rail, you can use your Swingshot to easily reach this Gold Bolt.

3 From the central square, you can use your Magneboots to ride on a special platform that will transport you to another area of the city. At the end of one of the Magne-strips in this section, look for this Gold Bolt on an inconspicuous ledge.

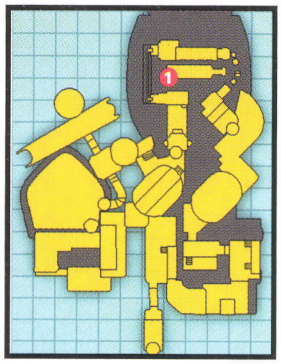


4 In the same area immediately afterward, you'll find yourself having to move to the right while hanging on a ledge. Keep going in that direction to find another Gold Bolt.



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Oltanis Orbit—Gemlik Base



Missions
- Explore Base
- Shoot down Captain Qwark

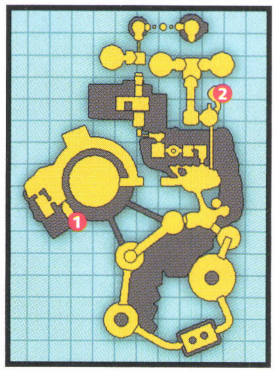
Gold Bolts



1 In the area with the shifting lava, there's a Gold Bolt located at the end of one of the corridors. The path leading to it will only be open after you have completed the missions here, so you can't pick it up the first time around.



Planet Quartu—Robot Plant



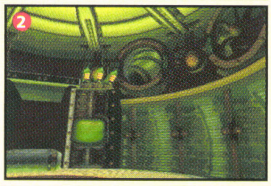
Missions
- Find out more about the Ultra-Mech
- Destroy the Ultra-Mechs
- Explore the coolant system (earns you the Bolt Grabber)
- Infiltrate the secure area

Gold Bolts

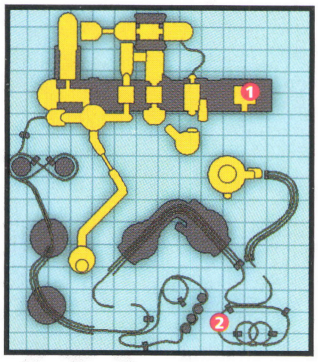
1 Next to the point where you can transform into Giant Clank, there is an Invinco-Vault that will only open if you have the CodeBot. Inside is a Gold Bolt plus over 25,000 bolts!

2 At the end of the secure area, there's a circular room with a slide that leads back outside. Before you go down the slide, look at the walls near the ceiling for a hidden opening that leads to another Gold Bolt. You may need to jump from the conveyor belt in order to get enough height.





Planet Kalebo III—Gadgetron Site



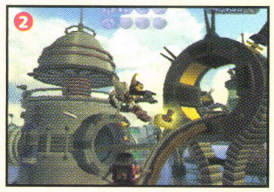
Missions
- Find new equipment
- Get past the Blarg
- Win the Hoverboard race (earns you the Hologuise)
- Ride the Grind Rail (earns you the Map-o-matic)

Gold Bolts

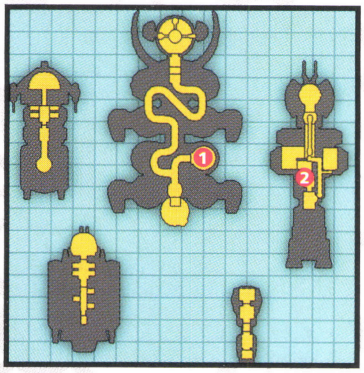
1 There's a secret transporter next to the Helpdesk Office that will lead you to the Breakroom, where the first Gold Bolt is hidden. Look for it on some ledges under where the grind rail ends.

2 You can find this Gold Bolt on one of the closed grind rail loops.





Veldin Orbit—Drek's Fleet



Missions
- Find the coordinates for Drek's laser
- Swim through the water tanker (earns you the Codebot)

Gold Bolts

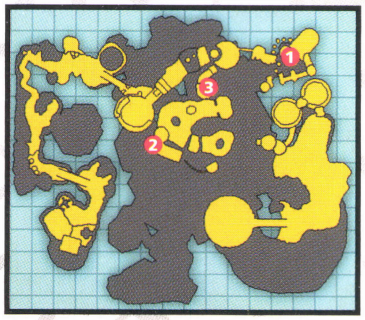


1 Near the end of the Water Tanker area, you can take an alternate route underwater to reach this room containing a Gold Bolt.

2 Inside Drek's Flagship, as soon as you're at the part where you walk on the ceiling, drop onto the ground and go through the door behind you. This alternate route will lead you to another Gold Bolt.

Planet Veldin—Kyzil Plateau

Missions
- Save Ratchet's planet



Gold Bolts



1 This Gold Bolt is on a platform high above the usual path you'll take through this area. To reach it, just move forward normally until you reach the point where you must use your Swingshot for the first time. Instead of swinging over the chasm, turn around and look for a set of inconspicuous circular platforms leading upward.

2 When you reach the second chasm where you are supposed to use your Swingshot, look on the right side of the immediate vicinity and you'll see another couple platforms leading downward. Follow these to get to another Gold Bolt.

3 The circular force field here is impassable. To open it, just stand in front of the opening and use the Taunter continuously. The enemy inside will move toward you and step on the switch that shuts off the barrier.

GOODIES

When you finish the game, you'll be able to either continue play from the point before you beat the last boss, or you can choose to start the game from the beginning while retaining all your weapons and bolts. In either case, you'll unlock the Goodies menu, which gives you access to all the cinematic sequences and cheats in the game. A checklist for Skill Points also appears. If you obtain all 10 Gold Weapons, you'll also unlock a "Making of" video and several commercials. If you satisfy 15 Skill Points, a sketchbook will be unlocked—and if you satisfy all 30, a special epilogue gallery will become accessible.

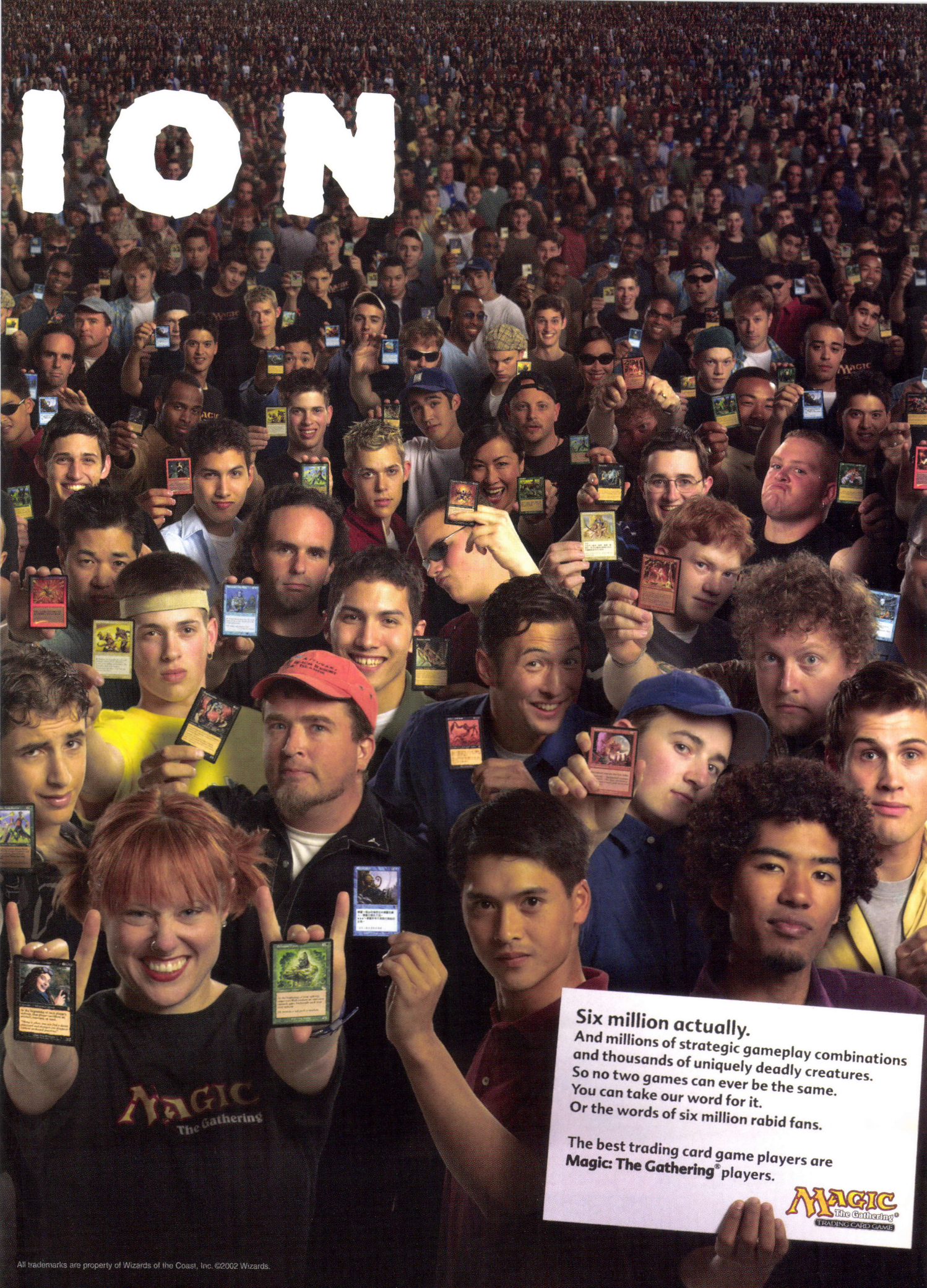
Check out our interviews with Ted Price (President of Insomniac Games) and David Bergeaud (composer for *Ratchet & Clank*) on page 60!

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STARFOX ADVENTURES



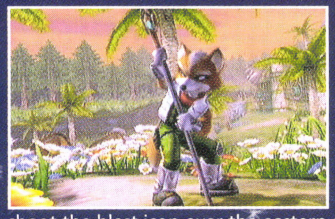
Star Fox Adventures has seen a lot of changes since it was announced as *Dinosaur Planet* for the Nintendo 64. From those primordial origins it has evolved into a *Zelda*-style adventure on the GameCube, starring none other than space cowboy Fox McCloud. Although the main theme of the game is Fox's solo adventure, the Arwing will see plenty of action, and the other members of the Star Fox team—General Pepper, Peppy and Slippy—all communicate with Fox through his PDA. As with all Rare adventure games, *Star Fox Adventures* beautifully showcases a huge and varied world...and our space is limited, so we'll skip the tutorial stage with Krystal and jump right into the main game.

by Charlotte Chen

DINOSAUR PLANET

Fly through one Gold Ring to lower the Gatekeeper's force field.

Thorntail Hollow



Find the Queen Earth-Walker
Pick up Krystal's Staff from the circle of flowers near the Arwing. Go to the large stone doorway to the east; SharpClaws will attack you. After the battle, go to the magic cave Krystal showed you and get the Fire Blaster, then shoot the blast icon over the eastern doorway.

Activate the WarpStone
Use the staff to lift rocks and pick up 10 scarabs. Go to the ThornTail Store to the north and buy Rock Candy from the Special Goods room. Get 10 more scarabs and buy a Thorntail Hollow and a SnowHorn Wastes Map. Shoot the Bomb Spore plant by the river and pick up the Bomb Spores. Plant one in front of the cracked wall next to the waterfall. Shoot it and go through the hole to speak to the WarpStone. Give him Rock Candy and he'll warp you to Ice Mountain.

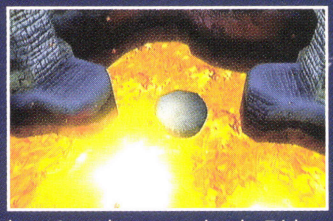


Ice Mountain



Save Tricky
Pick up the Fuel Barrel and break the crates near the cannon. Kill the SharpClaws; a blast icon appears over the door where Tricky disappeared. Shoot it and get on the snowmobile. You can damage the SharpClaw's snowmobiles by hitting them, but all you have to do is beat both of them to the end of the run.

Learn Tricky's Commands
You can't cross the lava without Tricky's help. Catch some Blue GrubTub Fungus and feed it to him. Use his Find Secret command to dig the cracked ground to uncover a button. Use his Stay command to make him stand on the button. Enter the gate and activate the switch to raise a platform in the lava. Cross the area and make Tricky dig through the cracked wall to make a cave. Crawl out and you'll end up in SnowHorn Wastes.



Snowhorn Wastes



Rescue Tricky Again
Once you reach an open area, Tricky goes off-kilter and attacks every SharpClaw in sight. Go rescue him.



Get Back to Thorntail Hollow
Use Tricky's "Find Secret" command on cracked ground to find a Staff Energy Meter Portal and two Alpine Roots. Feed the Alpine Roots to the hungry SnowHorn. After the first, he'll give you a Small Scarab Bag, which can hold up to 50 Scarabs. After the second, he'll make a block of ice fall to the ground. Push it to the low wall and use it to climb over. Lift up rocks and break barrels until you have 25 Scarabs. Pay the blue BribeClaw blocking the way back to Thorntail Hollow and he'll let you pass. The next area is a water channel where you can manipulate the current; just swim with the flow until you're back at Thorntail Hollow.

Thorntail Hollow



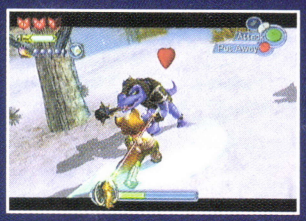
Save the Queen EarthWalker
Go to the Thorntail Store and buy a FireFly Lantern from the Special Goods Room. Make Tricky dig out the crack in the stone well near the eastern gate. Go down the ladder and shoot the Bomb Spore Plant growing above the small pond. Pick up all the Bomb Spores and plant one in the Planting Patch on the small island in the pond to find the portal for the Staff Upgrade: Rocket Boost. Use the Rocket Boost to reach the narrow strip of land extending over the pond and plant another Bomb Spore. Blow it up; a chunk of earth will fall to the ground. Push it onto the switch in the pond. Speak to the Thorntail sitting behind the gate to make him move and plant a Bomb Spore near the ladder. You need to find six White GrubTubs. Check the lighted areas first to pick up FireFlies; you'll find GrubTubs next to the bottom of the ladder, in the lighted area (use the Rocket Boost), in a dark cave near the pond (plant a Bomb Spore here to lower a ledge), across from the ledge (use the Rocket Boost) and in the first dark cave on the right (plant a Bomb Spore and go through the crack). Feed them to the Queen EarthWalker, then use the Rocket Boost near the ThornTail Store, plant a Bomb Spore and enter the cave to find a Staff Energy Meter Portal.



SnowHorn Wastes



Climb up the ladder near the stone well in ThornTail Hollow. Have Tricky stand on the button so you can go activate the switch. Swim back to SnowHorn Wastes and use the SharpClaw Prison Key on the gate near the BribeClaw.



Save Garunda Te

Speak to the SnowHorn trapped in the ice; a battle will begin. SharpClaws will swarm you—but before you engage them, go and hit the Frost Tree to knock some Frost Weeds loose. Use Tricky's "Find Secret" command and he'll automatically begin taking them to Garunda. As you fight the SharpClaw, watch Tricky's meter; if the "Find Secret" icon is no longer showing, knock down more Frost Weeds and make him find them again. Once Garunda Te's health is full, he'll burst free. Go back to Thorntail Hollow, get the DarkIce Mines map and find or purchase Fuel Cells before taking off in the Arwing.

DARKICE MINES

Fly through three Gold Rings to lower the Gatekeeper's force field.

Save the SnowHorn



Make Tricky dig through the cracked wall in the beginning of the snow-covered area. Kill the SharpClaws and pick up the Shackle Key from the chest. Free the shackled SnowHorn to get a Bridge Cog. Climb down the wall near the river and place the Bridge Cog in the gears. Pull the lever to extend the bridge. Cross over and kill the SharpClaws that were abusing the SnowHorn; Tricky will then learn his "Flame" command.



Find Two Alpine Roots

Go into the channel with the rolling boulders, melt the ice-covered doorway and dig up one root. Then go back across the bridge and melt the ice covering the square doorway. Go down and light the woodpile. Dig up root #2 and use the block to climb out of the hole. Feed them to the SnowHorn and climb onto his back. Use his "Tusk Attack" to break the main gates.

Find Three Bridge Cogs



Melt the ice covering the cave entrance. The Bridge Gears are inside, but you can't use them yet. Boost up and use the platforms beside the mountain to reach the cannon. Kill the SharpClaw and use the cannon to shoot all the SharpClaws coming out of the igloo; the barrier underneath the cannon will disappear. Also shoot at the "X" mark on the mountainside to open up another cave. Get the first Bridge Cog from the chest beneath the cannon and the second from the chest inside the igloo. Finally, climb into the newly-opened cave and go up the hill. (You can't walk into the blizzard yet.) Melt the ice and get the Bridge Cog from the chest, then place all three cogs in the Bridge Gears and pull the lever. The bridge above the channel with the rolling boulders will extend.



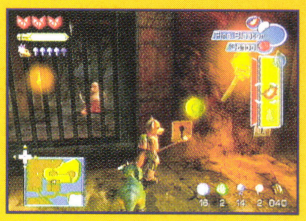
Cross the Blizzard

Cross the bridge and make Tricky dig out the crack. Inside the cave, shoot the blast icon and quickly make Tricky flame the furnaces on all sides. Take a leap of faith on the shimmering bridge, then melt the ice block to get the Dinosaur Horn. Go back to the cave you blew open with the cannon and blow the Dinosaur Horn while standing on its icon. Climb on the SnowHorn's back and enter the blizzard. You can see the shadowy outlines of Alpine Roots on the ground. Walk over them as you go through the blizzard, then use the Tusk Attack to break the wooden planks. Jump on the snowmobile and ride it to the end of the run, where you get dumped onto a moving conveyer belt.

Release Tricky



Use the boost pad and crawl through the hole into the channel with the rolling boulders. Wait in the alcoves for the boulders to pass, but be careful not to touch the walls. In the third alcove, shoot the blast icon to turn off the flames, then get the Silver Prison Key from the chest. Cross the flaming platforms and release Tricky from the cell on the right.



Release Belina Te

Kill every SharpClaw to lower the red barrier. Go through the cave behind it and melt the ice. Get the Gold Prison Key from the chest and open Belina's cell.

Reach the Bottom of the Mine



Dig through the cracked wall. Shoot the green icicles off the ceiling to make icebergs, then jump across them to reach the switch opening the gate upstream. Go up the hill and use the ice floes to cross the river. Before going over the waterfall, go through the small hole on the side. Push the block off the edge. Climb down the wall and enter the next area.

Find Fire SpellStone 1



Go to the central area and climb up the ladder. Pick up the Fuel Barrel and walk up the spiral path where the barrels are falling. Don't let any of them hit you or the Fuel Barrel will explode prematurely. At the top, place the Fuel Barrel on the small Fuel Barrel icon. Climb up the ladders and activate the switch to start the crane moving. It will carry the Fuel Barrel up to your level. Carry it past the pillar with the four flames shooting out of it, then throw it at the crack in the wall. You must hit the crack directly or you'll have to do this all over again. Activate the switch inside; a bridge will extend on the other side of the barrel dispenser. Cross it and activate another switch to extend the bridge to the cannon. Use the cannon to shoot the two pillars marked with an "X". A platform raises in the lava below. Use it to reach the next room.

Boss: Galdon



Melt the ice covering Galdon's body. There are Staff Energy Gems and health crates around the perimeter. Dodge his attacks and hit his glowing red tail a few times until he swallows you. Hit his tonsils until he spews you out again. Now use the Fire Blaster to shoot his chest when he opens it up to suck air. He'll swallow you again; whack his tonsils until the Fire SpellStone 1 falls out, then head back to ThornTail Hollow.

Thorntail Hollow



Light the Beacons

The ThornTails are freaking out because their three beacons were extinguished. Strike the flaming tree near the river to knock loose some Fire Weeds. Pick them up by hitting them with your staff. Take them to the beacons and make Tricky light them up again. One is on a small hill near the eastern gate, another can be found a small hill near the WarpStone and the last is in the exit leading to Cape Claw (on the southwest.) To open the gate to Cape Claw, jump along the ledges on the south side of ThornTail hollow and activate the switch. When all three are lit, you'll get the Moon Pass Key. Buy the Moon Mountain Pass Map and follow the signs on the northeast. Plant a Bomb Spore to open the path. When the ground falls away, fall to your left. Use the moving platforms to get back to safe ground.

Moon Mountain Pass



Run up the hill, avoiding the barrels. When you reach the gate, unlock it with the Moon Pass Key. Kill the two SharpClaws. Go through the door and follow the signs. Wait for the flame to die down, then jump in the hole. Cross the narrow ledges over the lava, then run up the conveyor belt dropping the barrels. Go through the open gate and follow the sign to the Volcano Force Point Temple.

Volcano Force Point Temple

Replace the Fire SpellStone 1

Use the SpellStone to turn the circular gate. See the Krazoa Statues holding colored orbs? Stand behind the colored torches and shoot the orbs through the flames when the colors match. Use the SpellStone to open the door. Kill all the SharpClaws and break all the crates. Flame the two furnaces to extend the ledges. Use them to go along the perimeter until you reach the portal leading to the Staff Upgrade: Ice Blast. Re-enter the central room and extinguish all the torches. Get on the circular platform and use the SpellStone to unlock one of the large circular doors. Use the Freeze Blast to extinguish the flames above the grill and go through the door. Climb up the ladder and extinguish the flames in front of the Krazoa Statues to unlock the next door. Kill the SharpClaws, jump across the lava using the moving platforms, then shoot the blast icons to stop the platforms for Tricky. Make him light the furnace to open the last door. Step on the warp and place the Fire SpellStone 1 into the large pedestal. Go back to Moon Mountain Pass.

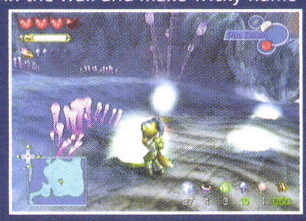


Moon Mountain Pass



Find the Second Krazoa Shrine

As you re-enter Moon Mountain Pass, a Krazoa Spirit will inform you of Krystal's plight. Go into the magic cave on the east to get the Staff Upgrade: Ground Quake. Use it to hit the large enemies that pop out of holes so they start spinning, then strike them on the exposed purple part of their backs. All of these enemies will drop MoonSeeds. Plant one by the crack in the wall and make Tricky flame it. Climb up the plant and make your way through the next area using MoonSeeds and Tricky. After you see the the flaming meteor, you must pick up the meteorites scattered around the area. Make Tricky dig up two of them; the other is sitting out in the open, but you have to put out its flame. Take them to the area with six valves and place them on the three furthest from the big rock. If they're placed correctly, the Big Rock will start to move. Make your way through the area, using the MoonSeeds as you go. Warp to the Krazoa Shrine.



2nd Krazoa Shrine

Extinguish the flames and climb up. Shoot the blast icon to make water fill the empty area. Cross the flames and shoot the blast icon to open the gate.



The Test of Combat

Kill the SharpClaws within the time limit. Just remember to block and hit them all as fast as you can. You'll receive the 2nd Krazoa Spirit. Go back to Thorn-Tail Hollow, get the Krazoa Palace Map (in the Special Goods Room.)

Krazoa Palace



Meet Krystal

Break all the crates and pick up the FireFlies. Kill all the SharpClaws. Pick up the Fuel Barrel (in the corner near the beginning) and turn on your lantern. Walk through the dark room and throw the barrel at the crack. Shoot the blast icon to make the flames move so you can carry the Fuel Barrel between them. Shoot the orbs through the colored flames to lower the shield on the turret. Put the Fuel Barrel on the button and approach the contraption where Krystal is trapped.



Release the Second Krazoa Spirit

Stand on the warp next to the Krazoa face statue that emerges. It's along the base of the area where Krystal is trapped.

Thorntail Hollow

When you return, the WarpStone will give you the Medium Scarab Bag. Buy the Cape Claw and LightFoot Village Maps, then gather up 60 Scarabs and go through the gate leading to Cape Claw. Activate the switch on the ledge above to open it. Follow the signs until you reach a forest area with autumn trees. Dump 60 Scarabs into the Scarab Bank to open the gate. Use your map to navigate through the maze, then climb down the well. Go down two ladders, then walk across and climb up a ladder to emerge on the correct side.

Cape Claw



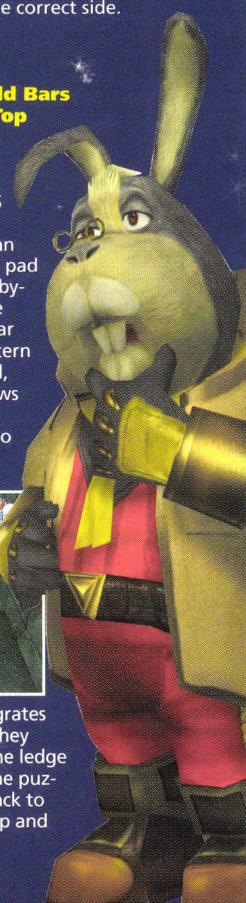
Find Four Gold Bars for the HighTop

The HighTop is being guarded by a BribeClaw who requires 25 Scarabs to let you pass. You can also use a boost pad in the water to bypass him. The gold bars can be dug up on the shore near the HighTop, on the east side of the beach near the CloudRunner's cage, inside the cave on the eastern beach and in a hole in the puddle beyond the small, fenced area of the eastern beach (kill the SharpClaws patrolling there, then burn the brambles and enter the next area to kill more SharpClaws). Give them to the HighTop; he'll lower a ladder.



Release the CloudRunner Queen

Climb the ladder and activate the switch to open the gate to a puzzle room. Walk around, then try to leave; the door will lock as poison gas fills the room! Push the blocks over the grates to stop the gas; you must position them exactly or they won't fit. If your health gets too low, climb up on the ledge in the corner until it regenerates. Once you finish the puzzle, the CloudRunner Queen's cage will open. Go back to Thorntail Hollow, buy the CloudRunner Fortress Map and get back on the Arwing.



Things in the light are not the same in the dark



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EVERYONE
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CLOUDRUNNER FORTRESS

Fly through five Gold Rings to lower the Gatekeeper's force field.

Enter the Fortress



Climb down the ladder near the entrance and swim out to the floating platform with the button. Step on it; some white rings will appear. Jump through them all before time runs out and a blast icon will appear over the entrance. Shoot the blast icon and climb to the top of the fortress. Climb down the ladder near the top to activate the switch that opens the gate at the top of the circular area. Go through the gate.



Escape From Prison

Push the loose block to get out. Sneak past the guard holding Krystal's Staff and go down the ladder near a Wind Lift. Pick up the Fuel Barrel, place it in the center of the Wind Lift and step on the button to turn it on. After the ceiling blows open, Slippy will give you a SharpClaw Disguise. Put it on and go get Krystal's Staff. Use it to open all the cages. One of the CloudRunners will give you the Power Room Key. Shoot the blast icon near the Wind Lift and climb up the walls while in disguise to get past all the turrets.

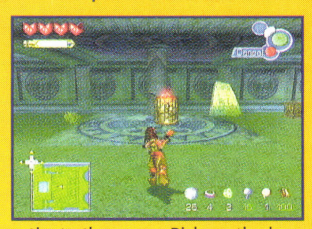
Get Three Light Gems

Walk up the ramp in the center area near the pool. There are three buttons with bird icons which control the gates around the area. Push the button on the left to open the north gate; break a crate to reach the switch that lowers the ladder you need to reach the passage with the Green Light Gem. Push the button in the middle and the gate on the upper floor will open; climb the huge stack of crates to the west to reach the upper floors and get the Orange Light Gem.

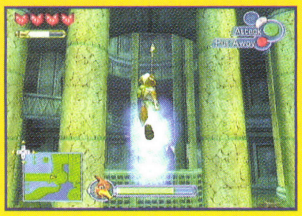


The button on the right opens the west gate; extinguish the flames and use a Rocket Boost to get the Blue Light Gem. Next, go through the path to the south until you see a huge door with a bird icon on it. Use the Power Room Key in front of the lightning-shaped hollow (you can't be in disguise when you do this) and enter the room. Quickly place all the gems around the perimeter before the poison kills you; the Wind Lifts will reactivate. You can control them now by using the switches to turn them on and off. Return to the northwest passage and speak to Gradabug, the CloudRunner Chief Engineer.

Rescue the Queen CloudRunner



Use the Wind Lifts to reach the upper level. Walk along the perimeter towards the east. While in disguise, stand on the pad with glowing footprints to open the gate, kill all the SharpClaws to lower the red barrier, then pick up the SharpClaw Fuel Barrel and carry it to the room with the barrel icon. Climb up the ladder and stand on the footprints to activate the crane. Pick up the barrel and use it to break the wooden planks blocking the entrance to the next room. Drop through the hole and look for the footprints in the corner to lower a ladder. Climb up and activate the switch. Walk around to the other side and use the boxes to jump to the other switch. Speak to the Queen CloudRunner, then go back to get the SharpClaw Fuel Barrel, jump across the gap with the Wind Lift and throw it at the pole supporting her cage. She'll give you the CloudRunner Flute.



Save the Queen's Babies

As soon as you re-enter the skydock, you'll see the first baby. Kill the SharpClaw and wait for it to land. Climb up on the box next to it and blow the flute. After it flies back, you'll see the second baby. Go through the red gates by shooting the blast icon above them. Kill the two SharpClaws, wait for the baby to land and blow the flute. Next, drop into the area below and walk through the rubble on the west to find a passage leading back to the large circular stairwell near the entrance to the fortress. Climb down the ladder, then use the Rocket Boost to get to the level where the third baby is flying. Kill all the SharpClaws and wait for the baby to land before blowing the flute. Now go back to the skydock, where the last baby is flying on the east side. Kill all the SharpClaws and blow the flute. After you save the babies, go back to the Queen CloudRunner and she'll open the treasure room for you.

Get the Water SpellStone 1



Go to the skydock and climb down the ladder near the arch on the side where you saved the first baby. Walk along the ledges to reach the treasure room. Pick up some FireFlies, then use the switch to turn off the Wind Lift. Go back up to the skydock and get the Fuel Barrel. Fall through the hole in the room next to it. Turn on your lantern and carry the Fuel Barrel along the path until you can hurl it at a crack in the wall. Climb down the ladder. After a cutscene, another race will start. There are now three SharpClaws to bump into until their vehicles blow up. Avoid the falling anvils and mines and use the arrows to speed up. After you destroy the lead SharpClaw's vehicle, he'll drop the Water SpellStone 1.

Cape Claw



Get Two Fire Gems

First, buy the Ocean Force Point Temple Map from the store in ThornTail Hollow. Follow the signs back to Cape Claw. Rescue the LightFoot from two SharpClaws to get a Fire Gem, then swim over to the large Krazoa head statue and climb up the platforms. Stand on the footprints (in disguise) to open the door. Make Tricky stand on the button and activate the switch. The waterfall to the west of the head will stop; swim into the cave behind it. Put out the flames to get another Fire Gem from the mouth of the small Krazoa head statue.

Enter the Ocean Force Point Temple



Go back inside the huge Krazoa head and place the Fire Gems in the mouths of the small Krazoa head statues inside. Use the switch to lower the platform. Make Tricky stand on the button, then raise the platform again. Have Tricky burn the brambles to let the sunshine in. In the next room, shoot the blast icon to raise the water level. Walk to the brambles and make Tricky burn them away. Push the block into the water. Shoot the blast icon again to lower the water level, then push the block onto the button to open the gate. Climb up the ladders and use the SpellStone to turn the circular gate.

Ocean Force Point Temple

Make Tricky stand on the button and look at the highlighted areas of the grid; they show which stones are safe to step on in the electrified area separating you from the large SharpClaws. If you mess up, the safe areas will change. Kill the two SharpClaws (or bypass them by wearing your disguise), then swim out to the area with thin white ledges stretching over the water. Walk along all three ledges and activate the switches at the ends. Go back to the area with the two large SharpClaws and swim through the channel that was blocked by running water earlier. Climb up the wall and shoot the green orb through the green flame. Step on the warp. Next, go through the large rectangular doors. On the northeast side of the temple, activate the switch below the long vertical water mirror to open the south door, then lower the water level and stand on the footprints in your disguise. Push the block into the indent on the other side of the pillar. Use it to climb up and reach the switch to raise the water level and swim out through the half-open door on the south.



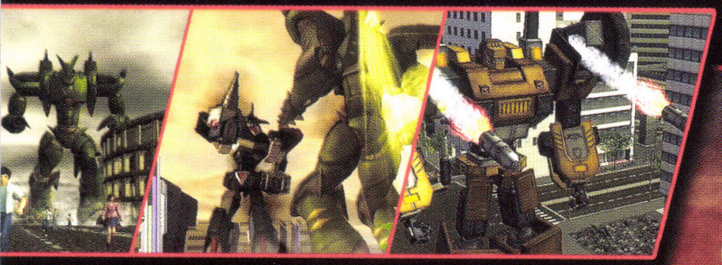
Krazoa Statue Puzzle

Go to the statue with the furnace beneath it and make Tricky light a flame. Climb up the wall near the Staff Gems and shoot the blast icons under the Krazoa statues to make them bend and blow out the fires as they rotate under them. With the flames extinguished, a block will appear in the room with the maze.



continued on next page

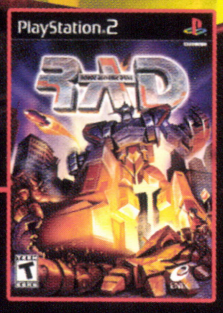
GET READY TO RUBBLE



There's a new fight in town and this time it's huge. Take command of 120ft. tall, fully armored, fully loaded Meganites and stop the apocalyptic Volgara invasion from rampaging through our cities. If that means you have to knock down a few buildings and crush some pedestrians, well, such is the price of victory. We didn't say it would be easy to save the world, but hey, nothing ever is.

ROBOT ALCHEMIC DRIVE

RAD™



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CONTENT RATED BY ESRB

Blood
Violence

PlayStation.2

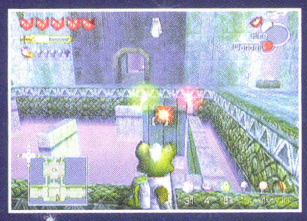
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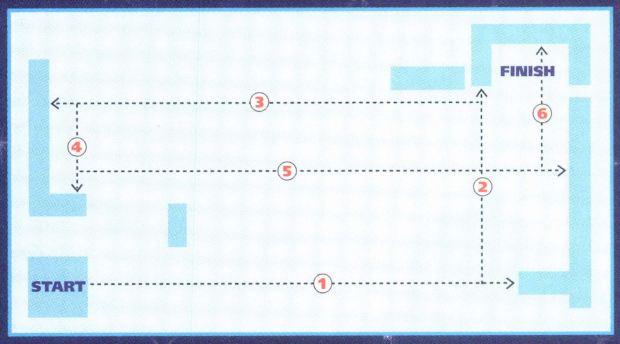
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Ocean Force Point Temple continued

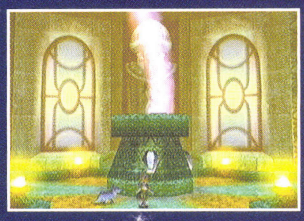
Block Maze

Move the block by shooting its blast icons until it slides between the two colored flames. When you hit the block, it slides until it hits a maze wall. If it hits the outer wall, it'll break and you'll have to start over. Move it according to the diagram below:





After you solve the puzzle, a boost pad appears in the entrance.



Replace the Water Spell-Stone 1

Use the boost pad, then walk around the ledge until you see an orb in the far corner. Shoot it through the green flame; a bridge will extend to the warp. Place the Water SpellStone 1 into the pedestal, then start walking back to ThornTail Hollow.

Lightfoot Village



Escape

Watch the moving red line and press **A** when it is within the green area of the meter.

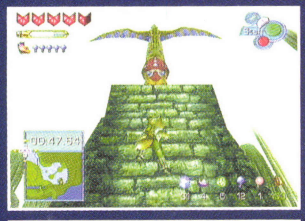
Find Three Wooden Block Carvings



Tricky can dig up the Carvings from the cracked ground around the village. Look for a circle near the pit that looks like an open grave, a triangle on the small piece of land across the water to the northeast and a rectangle behind the brambles on the north wall. Place them in the area around the totem pole where Fox was tied up. Islands in the water near the hill will rise up.

Take the LightFoot Tests

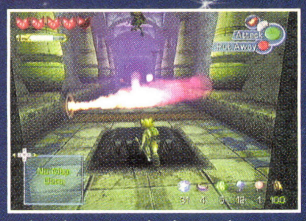
Take Tricky out to the northern area with brambles and remove them, then use the islands and huts in the pond to reach the northwest area where the Chief Lightfoot is sitting. Approach him and the tests will begin.





- **Tracking Test:** The totems are marked in red on the map; you only want the ones that have activation switches. Go up the nearby ladder and cross the bridge to the first totem and activate the switch. Next, swim out to the middle islands and jump across to reach the second totem. The third is on the northern island; go through the area Tricky flamed earlier and rocket-boost up. Head to the southeast and climb up the pentagon-shaped wall to find the fourth totem.
- **Strength Test:** Simply press **A** as fast as you can until MuscleFoot falls in the pit.

3rd Krazoa Shrine



Enter the door that opens on the large central island after you finish the Lightfoot Tests. Climb up the yellow blocks and stand on the button to make the totem pole rotate. Shoot the segments and they'll stop moving. Stop them so they make a picture of a snake. The gate to the Krazoa Shrine Warp opens. In the first room, break the crate and use the rocket boost pad. Shoot the enemies, then boost up, stand on the button to open the gate and run past the flames before the gate closes. In the second room, step on the button to lower the water level and the gate. Go down the ladder, run past the spikes, climb up and run/roll through the gate before it closes. In the third room, climb down, step on the button to open the gate and run up the hill, avoiding the barrels as you go. Run through the gate and speak to the Krazoa Spirit.



The Test of Fear

Use the control stick to keep the red line within the green area of the meter. Do this gently. If you focus on the bar, you won't be distracted by the other images.

Lightfoot Village

Find the LightFoot Babies



LightFoots are standing inside three of the previously-empty huts in the lake. All of them are missing their babies. Speak to the Lightfoot in the hut closest to the Chief. Go out the red gate to the forest area and knock the babies out of the trees. You can try to find them or just hit every tree in the forest to shake them out. Start leaving the area (the red gate is closed), then head back. You'll see a LightFoot run in and hit the trees marked with targets. Hit them in the same order to open the gate. Speak to the LightFoot and the door in the hut with two Fuel Cells will open. Next, swim out to the two connected huts on the northeast. Speak to the LightFoot who says his babies like to hide underground. Go back to the area with the Krazoa Shrine Warp and chase all the babies into the glowing blue fog. If you speak to the LightFoot again, he'll show you a boost pad that appears near the wall of the village on the west. The last LightFoot has babies running around on the upper ledges of the village, near the second totem pole you activated. Chase them into the blue fog. Your reward is a bunch of boxes near the area where you were tied up. After you're done, go back to ThornTail Hollow and use the WarpStone to reach Krazoa Palace.

Krazoa Palace



Release the Third Krazoa Spirit

Use the Wind Lifts in the central chamber to reach the upper levels of the palace. Look for the door marked with a SharpClaw image and stand on the footprints while in disguise. Release the Krazoa Spirit.

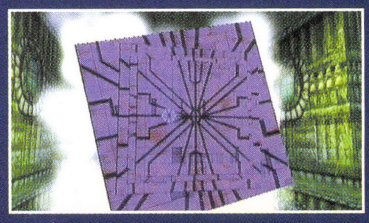
Thorntail Hollow

Save the Eggs



The Thorntail in the WarpStone area is agitated. Speak to her, then go into the cave to start a counter. Hit the thieves with your staff to keep them at bay. If more than one thief comes down a channel, you can sometimes kill them both with one hit. Near the end of the timer, they'll speed up. Go after the ones carrying eggs first.

Find the Walled City



Have Tricky dig up the cracked ground in the cave. You'll get the Portal Device, which can unlock the huge doors with small holes in the middle. Talk to Tricky's mom and unlock the portal behind her.

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WALLED CITY

Fly through seven Gold Rings to lower the force field.

Find Tricky's Dad



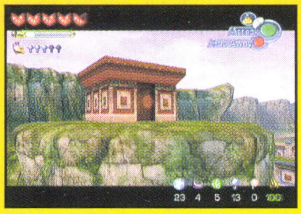
There are gazebos to the east and west of the central temple. Wait until the patrolling RedEyes are not facing you, then run to one gazebo, do a Ground Quake on the marked spot to start a timer and run up the northern ramp leading up the central temple. The eastern gazebo represents the sun, so follow the path with the yellow torches when running along the sides of the temple. When you reach the raised furnace, make Tricky light it. Repeat this with the western gazebo, following the path with blue torches. An underground passage in the south opens. Speak to Tricky's Dad.



Find the Magic Cave

The bridge across the river is fixed. Cross it, flame the brambles and climb up the wall. Plant a Bomb Spore and blow up the Bomb Spore Plant to find the portal to the Staff Upgrade: Super Ground Quake.

Find the Sacred Teeth



Kill all the RedEyes guarding the temple by hitting each with two Super Ground Quakes. In a small room at the top of a hill in the area across the bridge, a red barrier will fade. Get the Gold RedEye Tooth from the chest. Talk to the EarthWalker near the hill. Shoot the blast icon in the tree. Look for the other Earthwalkers and shoot the blast icons in the trees near them. There are four EarthWalkers, each standing at a different compass point. Some white rings appear in the river. Start at the one on the far north and swim through them until you reach the cage at the end. Get the Silver RedEye Tooth from the chest.

Get the Fire SpellStone 2

Re-enter the central temple and put the teeth in the statues behind Tricky's Dad.

Boss: RedEye King



Use the blue buttons to hit the RedEye with electrical fields, then throw a Fuel Barrel at it when it's down. You can get Fuel Barrels from inside cages (open them with the Fire Blaster). The electrical fields take a few seconds to generate. Stand at one end of the hallway holding a Fuel Barrel and wait for the RedEye to appear at the other end and start approaching you. When it stops to roar, wait for it to finish roaring, then step on the button. Once it gets knocked over, throw the barrel at it. After the third time you do this, the buttons will be too close together for you to wait for a full roar, so wait until he's almost done roaring, then step on the button. There are also tiny alcoves where you can hide as he tromps past. After the battle, you get the Fire SpellStone 2. Take it back to the Volcano Force Point Temple.



SnowHorn Wastes



Take the SnowHorn Test

Before you give the SnowHorn Artifact to the white SnowHorn standing by the river, explore the area. Flame the ice-covered doorway behind him, kill the enemies, then shoot the eyes in the hollow of the tree across the river; it will fall down to make a bridge. Check the area where you saved Garunda Te, go down to the river below and shoot the eyes in the hollow of the tree on the bank to make another bridge. Now give the SnowHorn Artifact to the guy who lost his Gold Root. The timer starts! With the bridges in place, the race is easier. Watch where each icon appears and blow the Dinosaur Horn while standing on it to make the next one appear.

1st Horn Icon	Next to the white SnowHorn.
2nd Horn Icon	In the area behind the white SnowHorn.
3rd Horn Icon	Cross the small tree bridge.
4th Horn Icon	Run down the hill and jump down off the ledge.
5th Horn Icon	Next to the Bribe Claw.
6th Horn Icon	Next to Garunda Te.
7th Horn Icon	Cross the large tree bridge across the river below Garunda Te. Climb the wall.

After you finish the race, the door to the Krazoa Shrine Warp will open.

Volcano Force Point Temple



Return SpellStone to Pedestal

Head through the Moon Mountain Pass to reach the temple. In the central area, use the moving blocks to cross the lava. Use the Ice Blast on the flaming platforms. Climb up the wall, use the Fire SpellStone 2 to unseal the door and step on the elevator. Extinguish the colored torches in front of the Krazoa Statue in the same order as they appear along the path leading to it: blue, green, red, then yellow. Kill the SharpClaws and make Tricky stand on the button. Climb the ladder and activate the switch to open the gate. Make Tricky stand on another button. Extinguish the flame on the moving platform and jump on it. You have to shoot the orb through the flame to unlock the door. Warp and place the Fire SpellStone 2 in the pedestal.



Thorntail Hollow

Save the Thorntails

The Thorntails are under attack! Quickly save them all before time runs out. Don't forget the one on the path to Cape Claw; you'll receive the Large Scarab Bag. Scavenge for money until you have at least 130 Scarabs, then go to the store and buy the SnowHorn Artifact.





4th Krazoa Shrine



Use the Fuel Barrel to blow up the crack. Place the Fuel Barrel on the barrel icon and the crane will pick it up. Switch off the flames so they don't hit the barrel. After it reaches the other side, pick up the barrel and throw it at the crack when the flames die down.

The Test of Strength

The easiest test so far. Push A rapidly and get the Krazoa Spirit.

Krazoa Palace



On the second level of the central chamber, check the door on the east. Open the seal with your Portal Device and release the spirit.

Thorntail Hollow



Find Dragon Rock

Speak to the Thorntail near the stone well (the one who usually says "Mumble...Mumble").

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AXC200

DRAGON ROCK

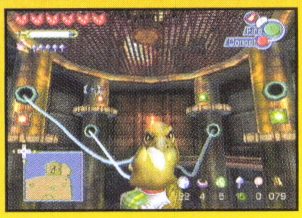
Fly through 10 Gold Rings to lower the force field.

Release the EarthWalker

Climb up the northern building and activate the crane. Put the Fuel Barrel on the barrel icon, then use the buttons to protect the barrel from flames. Use the barrel to break the wooden planks covering the doorway, then run inside and activate the switch to open the EarthWalker's cage.







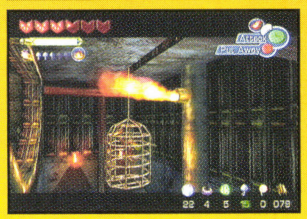
Release the HighTop

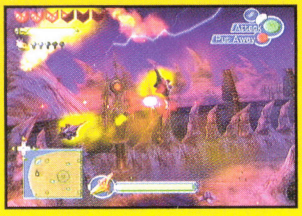
Ride the EarthWalker around the level and lower the shields on the flying turrets by using his "Tusk Attack" to open the cracks with glowing green gears showing through. The first generator is inside the northwest rock, the second is on the side of the northeast mountain, the third is inside a rock to the east and the fourth is on the north side of the huge structure in the center. With the shields down, shoot all the turrets; the bottom door in the northern building will open. Go through, boost up and shoot all four blast icons quickly to unleash the HighTop. Get on his back and shoot all the ships as fast as you can; your staff energy meter will not deplete.

Release the CloudRunner

Kill all the enemies by hitting them with fire and beating them up. The red barrier will fade. In the southeast area, make Tricky stand on the button. Back up a little and watch the crane; shoot the blast icons and turn off the flames before it passes with the Fuel Barrel. Don't move until the Fuel Barrel is safely dropped on the other side or Tricky will leave his post. Climb up the ladder, pick up the barrel, enter the area behind the barrier and use the Wind Lifts to move through, carefully avoiding the flames. Use the barrel to break the wooden planks. Shoot the blast icon to make the CloudRunner's cage start moving, then go below and time Tricky's flame command so that fire shoots out the top of the pole as the cage is passing.







Destroy the Spires

Press **A** as fast as you can to protect the CloudRunner and really mash it as you get close to each spire. Aim for the red circle.

Cape Claw



Enter Ocean Force Point Temple

Back in Cape Claw, use your Portal Device to reach the cannon. Blow out the planks blocking the entrance to the temple. Also blow up the large, cracked rock on the far side of the beach near the HighTop. Fall through and get a Staff Energy Meter upgrade.

Boss: Drakor



Ugh, this level made me nauseous; it requires nothing more than rapid button-pushing. Try to pick up bombs as well (press **B** to fire), but for the most part, just keep jamming on the **A** button to hit Drakor and to deflect incoming fire. You must also shoot the blast icons to turn off the flames in your path. After Drakor dies, you get the Water SpellStone 2.

Ocean Force Point Temple

Return the Water SpellStone 2 to the Pedestal

Go through the big Krazoa Head and head for the warp; it's time for the electrical grid thing again. After you warp, you're now on the northwest side of the temple. The puzzles are similar but slightly more difficult. Push the block to the indent near the ledge and climb up to activate the switch. Jump to the lower ledge, change into your disguise and step on the footprints, then activate the switch and go through the south door.



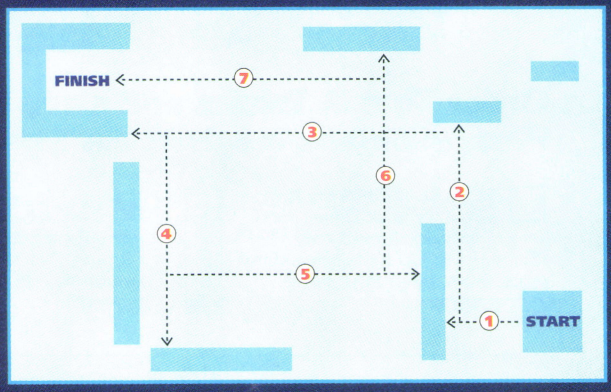


Krazoa Puzzle

There are now four colored blocks beneath each Krazoa Statue. Make each statue blow out the flame that's the same color as their block. When you activate the switch, a timer starts. Try to hit the blast icon right before the flame rotates past the correct statue, about one turn before it would go directly under the statue. The length of each rotation changes as you extinguish the flames.

Block Maze

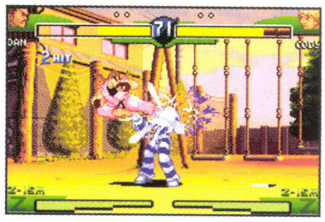
Another maze where you must move a block using the Fire Blaster. Move it according to the diagram below:

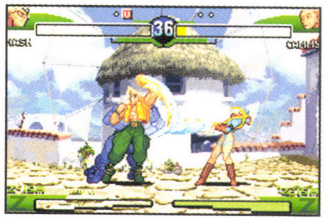
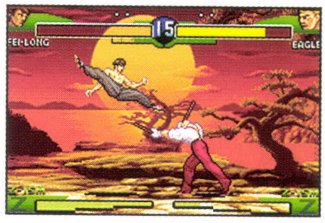
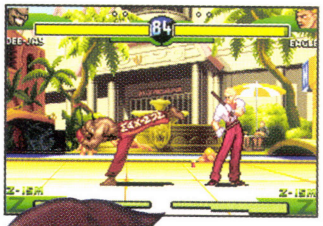
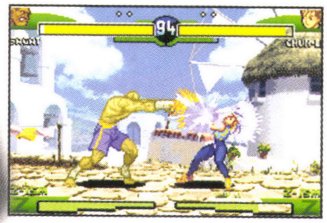
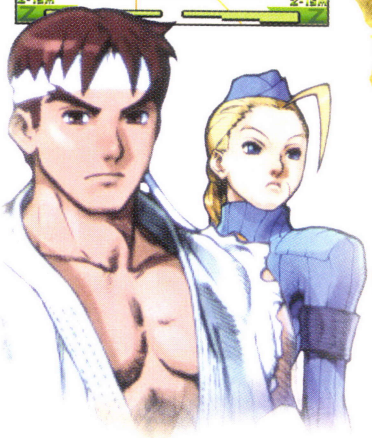


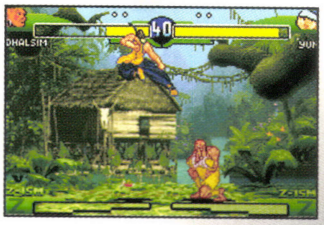
After the block slides between the colored flames, use the boost pad to reach the top, extend the bridge by shooting the orb through the blue flame and place the Water SpellStone 2 in the pedestal. Return to Thorntail Hollow.



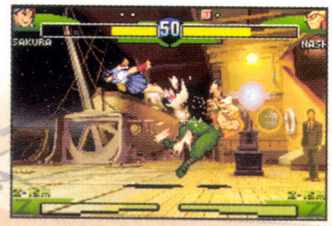


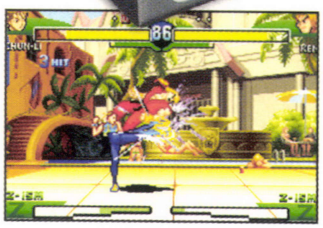










"STREET FIGHTER PERFECTION"

Street Fighter® Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the Game Boy® Advance video game system... featuring all new enhanced modes of play – including 3 fighting styles for every character. Maybe nobody's perfect. But as of today, at least one fighting game is.

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TEEN
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CONTENT RATED BY ESRB

Violence

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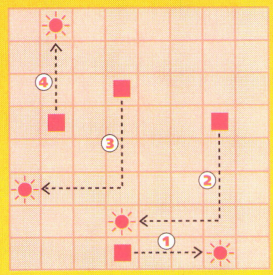
WALLED CITY

Fly through 10 Gold Rings to lower the force field.

Important: *After you go to Walled City the second time, you will lose Tricky at the end of the mission. You will also be unable to return to any of the other locations except for Krazoa Palace.*

Get the Sun and Moon Stones

In the Sun Temple to the east, push the blocks so they all rest on top of a sun icon. Push them in the order shown here:



Take the elevator to the top of the Sun Temple, then use your Hi-Def Device to look closely at the image of the sun. The door below will open.

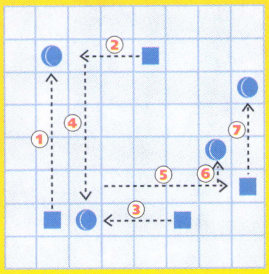
1st Puzzle: Pull the blocks out from under the torches. Push and pull them until the moon symbol faces out from under the blue flame and the sun symbols appear under the yellow flames.

2nd Puzzle: Make Tricky flame the brambles in the maze, then go back and do a Super Ground Quake. You must activate switches to lower the force fields. The first switch is on the side; the second can be reached using Freeze Blast. For the third, shoot the blast icon across the gulf; the fourth was where the brambles were. Go through the door and use the Portal Device.

3rd Puzzle: Watch the hole in the wheel—it passes over three buttons on the top and sides. Hit them in this order: left, top, right. Cross the bridge and retrieve the Sun Stone.



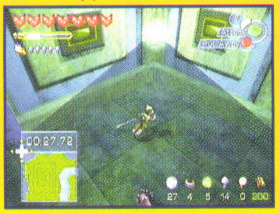
The Moon Temple to the west has a similar puzzle. This time, move the blocks in this order:



Look through the hole at the moon then enter the temple.

1st Puzzle: Activate the switch; moving gates appear. Cross the room, but don't stand still or the floor tiles will fall away.

2nd Puzzle: Do a Super Ground Quake in the next room; an invisible maze will appear. Head to the upper right make your way around the perimeter to reach the door.



3rd Puzzle: Open the portal, then shoot the blast icons in the same order as before and get the Moon Stone.



5th Krazoa Shrine

Go through the south entrance of the central temple and place the Sun and Moon Stones in the statues. The path to the Krazoa Shrine will open at the top. Warp, step on the button and use the Wind Lifts to cross gaps. Shoot the blast icon to open the gate.



The Test of Knowledge

You need to carry the items to the doorway depicting a scene from the level where they belong. Here's what goes with each doorway.

Left Side	Right Side
Walled City: Gold Tooth	Moon Mountain Pass: MoonSeed
DarkIce Mines: Dinosaur Horn	Lightfoot Village: Totem Piece
Outer Space: Asteroid	CloudRunner Fortress: Flute

Krazoa Palace

Release the 5th Krazoa Spirit

On the fourth level of the central chamber, go through the southern door that has two red torches on either side. Use the Wind Lift to cross the gap. Release the Krazoa Spirit, then return to the top and warp. Climb the ladder, walk to the center of the area and try to hit General Scales. Take the last Krazoa Spirit to the top of the Krazoa Palace and release it.



Boss: Andross (Part 1)

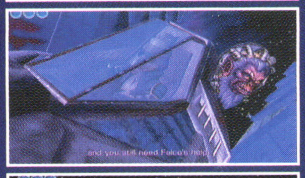
This two-faced boss has a Krazoa face on one side and Andross' face on the other.

- **Krazoa Head:** Shoot at the gems in the eyes and forehead. Use the **L** and **R** buttons to barrel-roll and avoid the spiral energy beam shooting out of its mouth.
- **Andross Head (Front):** Shoot rapidly at the gems in the palms of each hand. When he spits asteroids, fly through the Silver Rings to recover health. When he starts sucking you in, press **Y** to reverse thrust. Tap it lightly a few times or you'll exhaust the energy too quickly and get sucked in. If this happens, you lose one full health icon and must shoot the gems on the Krazoa face again. If you don't get the gems in his palms quickly, they'll shoot energy beams at you.











Boss: Andross (Part 2)

- **Krazoa Head:** This is the same, except ships are flying at you as well.
- **Andross Head (Front):** Repeat what you did in Part 1. After you start getting sucked in, Falco will drop boxes holding bombs. Shoot them and pick up the bombs. Shoot the asteroids and use barrel rolls to stay clear. When Andross starts sucking again, shoot a bomb into his mouth.
- **Andross Head (Translucent):** After the bomb goes off, you can hit Andross' brain. Be careful, he'll try to smash you with it—just fly the Arwing out of its way (the translucent part of his face won't hurt you). Destroy the brain and your mission is finally complete!

EXTRA STUFF

Tricky's Ball

You can buy Tricky's Ball from the ThornTail Store for 15 Scarabs. If you play fetch with him 10 times, he'll change his color scheme. Afterwards whenever you play with him for a short period he will turn into a different color each time.



Cheat Tokens

You can only buy Cheat Tokens from the Cheat Wells hidden throughout Dinosaur Planet. There are eight tokens in all. Once you've collected one, take it to the Game Well Maze beneath the WarpStone. When looking at the maze, make your way to the area with the four torches. Throw your Cheat Tokens into the well you find inside the maze. These will activate cheats and sometimes tell you your future!

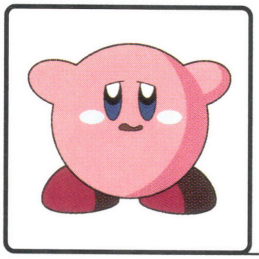


Cheat Well Locations

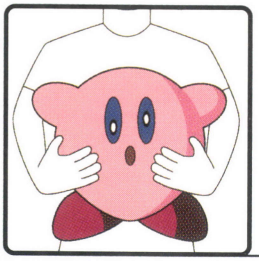
1. **ThornTail Village:** Inside the ThornTail store. (Display credits)
2. **Ice Mountain:** Plant a Bomb Spore near the crack near the cannon area. (Play Tune)
3. **SnowHorn Wastes:** In the Garunda Te area, ride the ice down the river. (Advice)
4. **Moon Mountain Pass:** Plant a MoonSeed near the Krazoa Shrine Warp. (Dinosaur Subtitles)
5. **Volcano Force Point Temple:** Use a MoonSeed on a ledge beneath the area with the circular gate that turns when you use a Spell-Stone. (Advice)
6. **LightFoot Village:** After you get the boost pad as a reward for saving the three LightFoot babies that were underground, use it to reach the ledge with the well. (Advice)
7. **Cape Claw:** Use the cannon to blow open a crack in the water beneath the wooden platforms near the entrance to the level (east side).(GFX Mode—Sepia)
8. **Ocean Force Point Temple:** After you cross the electrical field, go to the right and use the Portal Device. (Advice)

First Aid for a Choking Kirby

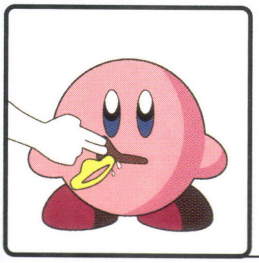
*A Game Boy Advance Health Service**



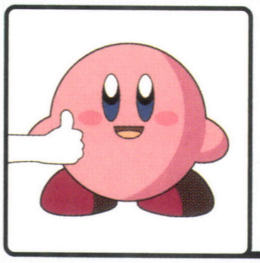
1 If you think Kirby is choking on an enemy, ask "Kirby, are you choking?" If Kirby is unable to answer, see step 2.



2 If Kirby did not answer you in step 1, try doing this until the enemy is clear of the airway.



3 If the enemy is clear of the airway but is still in Kirby's mouth, use two fingers to swipe mouth clean.



4 Now Kirby is ready to devour his enemies again. He'll steal their 24 powers and use them in his quest to get the Star Rod back from King Dedede and return good dreams to Dream Land.



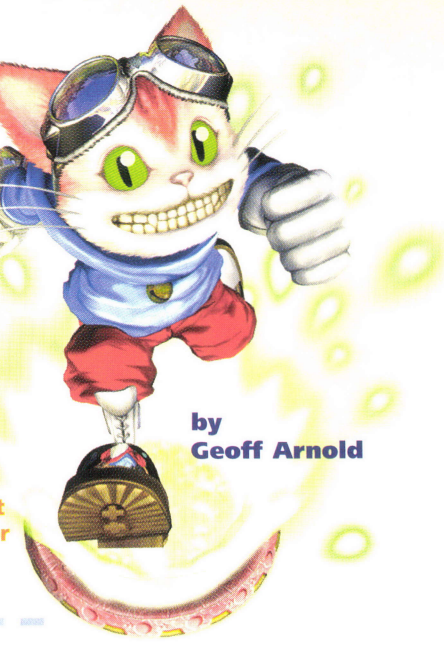


EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

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Blinx: The Time Sweeper



The Xbox really needed a great character-based action game...and now it has one, courtesy of Japanese developer Artoon. *Blinx: The Time Sweeper* is a highly innovative adventure that's been described as the first "4-D" video game, due to the main character's ability to pause, rewind and fast-forward the flow of time. We don't have enough space to tell you about all of the cool things you can do with this ability, but if you need boss tips or are trying to track down all of the hidden Cat Medals, we've got your back!

by Geoff Arnold

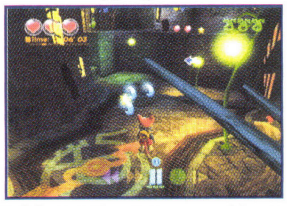
1. Time Square

Level 1

Time Monsters: Chrono Blob (3)

Cat Medals

Silver—Pause time near the beginning of the stage to keep the giant stone statue from falling; look just below the statue in a small outcropping.



Gold—Let the statue crumble at the beginning of the stage, then stand on the head and use a rewind.

Red—Look for a ledge near the goal gate with pause crystals. Shoot a barrel near the wall and jump up to the platform.

Level 2

Time Monsters: Chrono Blob (2), Spiker (2), Dust Herder (2)

Cat Medals

Red—Head down the hallway after battling the Benito brother and look near the door switch.



Gold—Just opposite of the last two time monsters. Destroy the Dust Herder and turn around 180°. Look on the ledge near the rewind crystals.

Silver—Look for the silver medal near the Benito brother. Launch a barrel near the statue, then use a rewind to rebuild the statue and grab the medal.

Level 3

Time Monsters: Chrono Blob (3), Octoballoon (2), Dust Herder

Cat Medals

Red—Near the center of the stage by the rooftop; the medal is in plain view and can be accessed from a number of rooftop ledges.

Gold—Look behind a 16-ton weight near the beginning. Suck up the weight with a level three sweeper.



Silver—Sweep it up the large 16-ton weight near the goal gate, then use a fast forward to boost the nearby machine's spring and allow you to snag the medal.

Time Square Boss: Dust Keeper



Stock up on a few pauses before coming here. The Time Square boss will leap around and try to land on you, so keep your distance. When he stops, he'll shoot pieces of trash at you. Dodge them and fire away at the creature. Use the lead weights as your main weapon; shooting the creature with three of these will seal its fate.

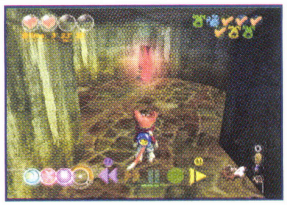
2. Déjà Vu Canals

Level 1

Time Monsters: Octoballoon (2), Chrono Blob (4), Keropper, Dust Herder (2)

Cat Medals

Red—Look for a small opening near the right side of the stone wall cluttered with broken gears (by Chrono Blob #1). Follow the pathway underground to reach the medal.



Gold—When you run into the Keropper, drain the pool next to him to reveal a tunnel that leads underground (Freeze Sweeper from Level 6 required). Follow the tunnel out onto the rooftop to snag the medal.

Silver—Sweep up the water near the goal gate to reveal another tunnel and open the chest to earn the medal.

Level 2

Time Monsters: Chrono Blob (4), Spiker, Octoballoon (2), Keropper, Dust Herder

Cat Medals

Red—On a ledge opposite the goal gate. Walk down the boards and hop across the archway to pick it up.

Gold—Stand on a broken section of the second collapsed bridge (just above the Keropper) and use a rewind. Hop down to the nearby ledges to reach a room.



Silver—Use another rewind and head the opposite way across the second collapsed bridge.

Blue—Drop down into the water from the platform near the red medal. Look for an entrance that's blocked by a large piece of trash. Suck up the trash, head into the nearby room and snag the medal.

Level 3

Time Monsters: Chrono Blob (3), Octoballoon (2), Spiker (2), Dust Herder, Keropper

Cat Medals

Red—Stand on the drawbridge by the river. Pause time and jump into the river, then look for a small room immediately to your left.



Gold—Look for the gold medal near Ugo; it's in the water under the bridge where the Dust Herder sits. Use a pause to stop the river.

Silver—Near where you fight Ugo; look for a small pond in the far left corner of the area. Sweep up the water and climb down into the tunnel to locate it.

Blue—Also near the area where you fight Ugo. There's a small corridor nearby that's blocked by a 16-ton weight. Sweep up the weight and snag the medal.

Déjà Vu Canals Boss: Kerogon



This boss is basically a giant mutant Keropper. Hang out on one of the ledges near the outside of the circular area. Wait for the creature to hop by, avoiding any trash that it spits at you. When the monster's back is exposed, fire at it. Repeat the process for an easy victory.



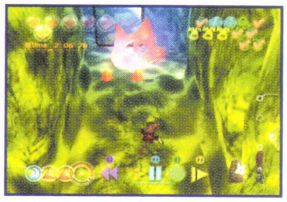
3. HOURGLASS CAVES

Level 1

Time Monsters
Octoballoon (4), Dust Herder, Chrono Blob (5), Molegon, Keropper

Cat Medals

Red—In the small cave just past the first locked door, there's a 16-ton weight near the right wall of the cave. Sweep up the weight to get the medal.



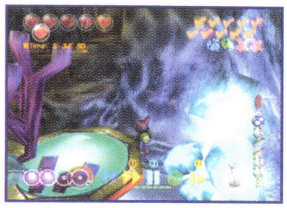
Gold—On top of the ledge near the goal gate. Stand near the sand "waterfall" and use a rewind to reverse the logs. Ride the logs up to the ledge.
Silver—Hop into the sand waterfall near the goal gate and swim under the rock bridge.

Level 2

Time Monsters
Octoballoon (6), Chrono Blob (3), Dust Herder (2), Keropper, Molegon (2)

Cat Medals

Red—Ride the sand waterfall to the lower cavern and look for a pile of obstacles near the Octoballoon. Sweep them up to find the red medal.
Gold—Look for a 16-ton weight near the far wall of the room with the multiple trampolines and Octoballoons. Sweep up the weight to collect the medal.
Silver—In the same room, look near the right side of the stone "staircase" leading to the upper floor. Drop down behind the last trampoline to a ledge to pick it up.



Level 3

Time Monsters
Chrono Blob (4), Dust Herder (2), Octoballoon (7), Keropper

Cat Medals

Red—In the bottom left corner of the large cavern with the quicksand lake. Jump off the trampoline near the silver medal and aim for the far left quicksand slide.
Gold—Look near the ledge just past the silver medal. There's a small rock ledge with two red barrels nearby; next to this is a sand bar that pushes you back. Use a rewind or slow to traverse the sand and head up the small ledge to find the medal.



Silver—In the large cavern with the quicksand lake. Follow the trampolines across to grab it.

Hourglass Caves Boss: Molesaur



The master of the caverns is a giant Molegon. When the battle begins, suck up as much trash as you can, then stand on one of the rock platforms. When the Molegon surfaces underneath you, jump to either side of the platform and blast it in the side. Repeat for an easy win.



4. FORGOTTEN CITY

Level 1

Time Monsters
Octoballoon (5), Dust Herder (2), Chrono Blob (2), Spiker (3), Keropper (2), Gate Keeper, Water Spirit

Cat Medals

Red—In the bottom of the swamp near the goal gate.
Gold—Near the bottom right corner of the swamp (opposite the red medal) is a large piece of trash blocking a cave entrance nearby. Sweep it up to locate the medal.



Silver—On the way up the winding path to the goal gate, drop down to the first tree branch you encounter to pick up the medal.
Blue—Look near the treasure chest in the area below the first red Keropper. The medal is in a small outcropping opposite the treasure chest.

Level 2

Time Monsters
Dust Herder (3), Chrono Blob (2), Keropper (2), Octoballoon (5), Spiker (3), Gate Keeper, Water Spirit

Cat Medals

Red—Near the area where you encounter Ugo, look for a small cave opening near the south wall. Sweep up the trash to reveal an entrance and the red medal.
Gold—Look for the door near the beginning of the stage with retracting spikes. Pause time and head through the door to grab the medal.
Silver—Look on a small ledge to the right near the falling stone platforms. Pause time to snag the medal and continue along the stone platforms.



Blue—Look directly behind the goal gate in a small pit.

Level 3

Time Monsters
Octoballoon (8), Dust Herder (3), Water Spirit (2), Keropper (2)

Cat Medals

Red—Along the mountain path, you'll run into a series of collapsing blocks. Halfway through the blocks, look to your left to locate a small cave.



Gold—Jump from the cliff near the red medal to reach the mountain below. Look for a 16-ton weight near the left wall. Suck it up to reveal a small cave with the medal.



Silver—From the start, head to the back portion of the large stone room. Look for the arrow signs and follow them in the opposite direction (away from where they're pointing) to locate the medal and a small area with some gold.
Blue—Follow the trampolines near the starting point up until you have the sky-colored blocks in sight. Traverse the blocks to reach a ledge and the medal.

Forgotten City Boss: Dust King



The Dust King will hop from cell to cell. if the cell you're standing on turns red, it means the boss is about to land there, so get out of the way. After a while, the Dust King will begin to toss trash in your direction. Avoid the trash, wait for him to stop, then blast him. If you have pauses or slow motions available, these will also slow him down enough for you to stick it to him.

5. TEMPLE OF LOST TIME

Level 1

Time Monsters
Chrono Blob (3), Molegon (2), Spiker (2), Octoballoon (5), Dust Herder, Golem

Cat Medals

Red—Stand near the right side of the ledge just by the starting point and sweep up the medal with your sweeper.
Gold—In the room with the Golem, you'll see a door with retracting spikes. Stand on the collapsed pillar in the center of the room and use a rewind to reach the medal.



Silver—Look near the ledge just past the final Octoballoon. Use a pause to keep the walkway from crumbling and sweep up the medal.

Level 2

Time Monsters
Molegon (2), Octoballoon (6), Chrono Blob (3), Spiker (2), Dust Herder (2), Golem

Cat Medals

Red—In the room with the two door switches, stand near the crumbling floor (by the swinging guillotine) and use your sweeper to suck up the medal.
Gold—In the area with the Octoballoon, Molegon and Chrono Blobs, look for a door with retracting spikes. Use a rewind inside the room to rebuild the statue and grab the medal.



Silver—Near the last batch of time monsters, look for the medal just below the ledge. Jump off the ledge and grab the medal on the way down, then use a rewind to ride one of the barrels back up to the top.

5. TEMPLE OF LOST TIME

continued

Level 3

Time Monsters
Molegon (2), Golem (2), Spiker (4), Octoballoon (7), Dust Herder (2)

Cat Medals

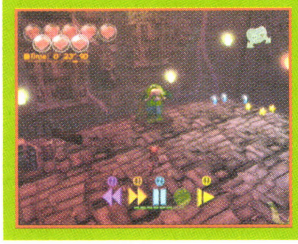
Red—On the left side of the long trench, just after the room with three Octoballoons and a Dust Herder.

Gold—After you get the silver medal, you'll come to a room with a Spiker and Octoballoon. Head through the door with retracting spikes and grab the medal from inside.

Silver—At the end of a trench just above the room where you encounter the second Golem. Cross the moving stone platforms and look for it at the end of the second trench.



Temple of Lost Time Boss: Juggernaut



Wait for this giant Golem to leap across the screen and land on the other side. When he pauses briefly to look for you, fire whatever you have. After he takes damage, three mini-Golems will come to assist him. Take out the mini-Golems, then repeat the pattern.

6. MINE OF PRECIOUS MOMENTS

Level 1

Time Monsters
Combustasaur, Chrono Blob (4), Dust Herder (2), Gate Keeper, Octoballoon (5), Molegon

Cat Medals

Red—Make a left at the see-saw and work your way down the rocky path under the train tracks.

Gold—On a stone platform, just to the left of the main railroad track. Look for the large rolling boulder and jump onto it. Ride it down the path and jump off when you get close to the medal.

Silver—Look for the 16-ton weight near the see-saw. Jump to the ledge, suck it up with your sweeper and head for the treasure chest on the opposite platform.

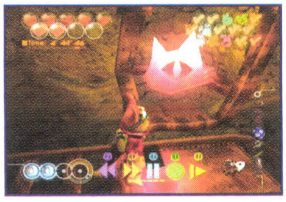


Level 2

Time Monsters
Chrono Blob (4), Dust Herder (3), Octoballoon (5), Combustasaur, Gate Keeper, Molegon

Cat Medals

Red—Near the area with the Gate Keeper, walk backward up the mine track and check the right wall for a small cleft.



Gold—Hop onto mine car #3 as it exits the cavern, then immediately jump off to your left and up to the ledge.

Silver—From the room with the five Octoballoons, suck up the 16-ton weight and take the small path opposite the door to reach a wooden platform. Head straight past the platform and up the broken track to reach the outside. Scale the cliff to your right to find some gold and the medal.

Level 3

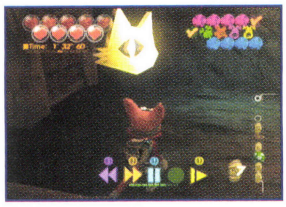
Time Monsters
Dust Herder (2), Chrono Blob (3), Octoballoon (8), Molegon

Cat Medals

Red—When you encounter the final Octoballoon near the goal gate, follow the track down near the edge of the stone platform.

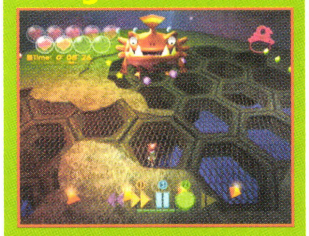


Gold—Jump onto the track behind mine cart #6 and head up into the cave. Look to your left just past the entrance.



Silver—Hop on mine cart #8 and avoid hitting the switch junction to change the track. Ride the cart to the lower level and hop off near the balloon to snag the medal.

Mine of Precious Moments Boss: Kerogon



The easiest way to defeat Kerogon this time is to bring about four or five pauses with you into the battle. Kerogon has two types of attacks: trash-spitting and crushing. Both can be easily avoided if you keep your distance (watch for him to spit single pieces of trash to use as ammo) and blast him from far away. Shoot him about five times to defeat him.

7. EVERWINTER

Level 1

Time Monsters
Typhoon (3), Ice Turtle (2), Octoballoon (5), Dust Herder, Spiker (4), Gate Keeper

Cat Medals

Red—In the small area near the third door switch, check the edge of the cliff behind you.

Gold—In the same area as the red medal, look for a 16-ton weight near the door switch. Sweep it up and grab the medal nearby.

Silver—Look for a small set of icy steps behind the goal gate and follow them down to a plateau. Sweep up the nearby trash and bag the medal.

Blue—Near the four Octoballoons and Dust Herder, stand on the ledge next to the farthest Octoballoon and peek over the edge to see the medal.





Level 2

Time Monsters
Spiker (3), Octoballoon (6), Typhoon, Dust Herder (2), Gate Keeper (2), Water Spirit, Ice Turtle

Cat Medals

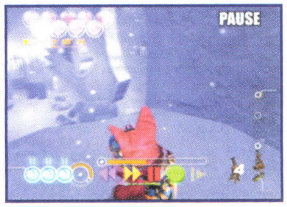
Red—Inside the room just past the "M" door, look near the far corner for a small opening that drops you near a frozen lake.

Gold—Inside the room with the lone Spiker (through the door with the retracting spikes), use a fast forward to activate the nearby machine, then jump to reach the medal.

Silver—From the starting point, jump straight off the right side of the cliff near the ice slide and aim for the small hills below. Hike up the hills and pause time to locate the medal.

Blue—Just past the "M" door, you'll stop on a small cliff; look near the right edge.



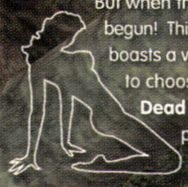




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7. EVERWINTER

continued

Level 3

Time Monsters
Gate Keeper (3), Typhoon (4), Spiker (3), Ice Turtle, Octoballoon (5), Water Spirit, Dust Herder

Cat Medals



Red—Jump off the platform near the goal gate and walk around the side of the cliff. Head up the stairs near the retracting spikes to claim the medal.
Gold—Look for a moving iceberg near the area with the Ice Turtle. Hop on the ice and sweep up the medal as the iceberg passes near it.
Silver—Look for the 16-ton weight near the lair of the Ice Turtle. Sweep it up to reveal the medal.
Blue—From the sky-colored blocks, hop to the plateau below. Check the left wall for a cave and the medal.

Everwinter Boss: Hydrosaur



To make this boss battle easier, buy at least three Spike Bullets before taking it on. Stand on the elevated ice platforms and wait for the Hydrosaur to surface beneath you, then use a pause or slow to shoot him while he's vulnerable. If you miss, he will spit barrels (a good source of ammo), then duck under water for a bit, resurfacing to locate you before repeating the process. After he spits out the barrels, stand close to the area he occupied and hit him when he comes back up. If he leaps from the water, watch for him to try to land on you. This process is usually preceded by the Hydrosaur sinking one of the large pieces of ice. Avoid letting him sink the middle section at all costs, as this leads to the goal gate. Repeat this process to defeat the monster.

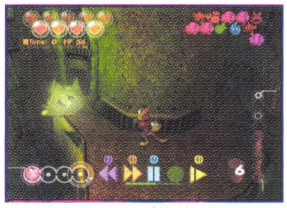
8. FORGE OF HOURS

Level 1

Time Monsters
Octoballoon (5), Dust Herder, Typhoon (2), Golem, Spiker, Combustasaur

Cat Medals

Red—In the room with the large gears, check behind the barrels near the left wall.
Gold—Drain the pit of molten lava and walk down the catwalk to locate this medal.
Silver—Ride the chain across from the starting point to the ledge across the chasm.

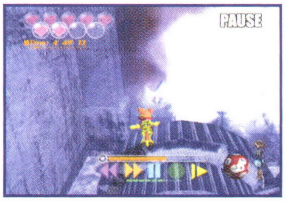


Level 2

Time Monsters
Typhoon (2), Spiker, Dust Herder (2), Octoballoon (4), Golem (2), Combustasaur (2)

Cat Medals

Red—Look behind some gears next to the area where the Golem resides.



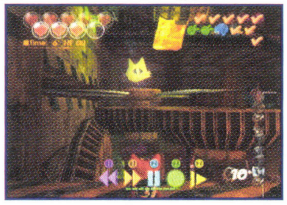
Gold—On the catwalk directly behind the starting point. You'll need the Flame Sweeper to get it.
Silver—This medal is on the outskirts of the rotating crane arm near the central melting pit. You'll need about four slow motions to grab the medal and make it out without getting cooked.

Level 3

Time Monsters
Octoballoon (3), Dust Herder, Spiker (3), Combustasaur, Typhoon, Golem (2)

Cat Medals

Red—This medal is on the opposite side of the starting point, straight across from the gold medal.
Gold—In the center of a spinning gear near the starting point.



Silver—On top of the spinning gears near the first Combustasaur.

Forge of Hours Boss: Juggernaut Revisited

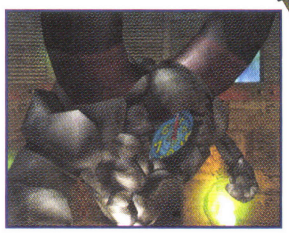


Bring a bunch of Spike Bullets, pauses and slow motion controls into this battle. The Juggernaut is now faster overall (as are his mini-Golems), and the platform that you fight him on rotates and may give way, depending on the length of the battle. He hasn't learned any new tricks, however, so just avoid his rolling attack and use the same pattern as before to defeat him.

9. MOMENTOPOLIS



Momentopolis is the final stage of the game, and by far the most difficult. Stock up on plenty of Spike Bullets, pauses and slow motion controls before you enter. This is basically an endurance test, with Blinx fighting his way through several of the stage bosses (in order: Dust King, Hydrosaur, Kerogon and Juggernaut). None of them have new abilities or attacks, so you'll know how to handle them. When you have defeated these four, you will face the Time Boss.

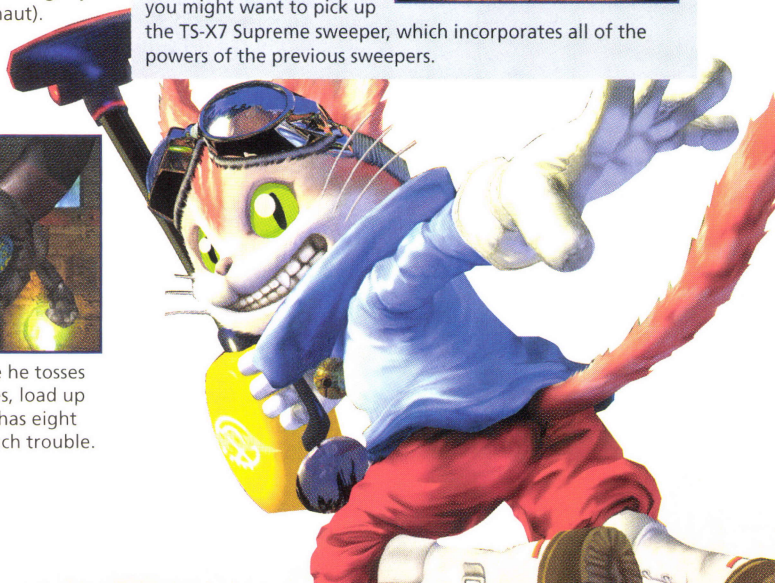


The Time Boss actually goes through four different stages of transformation and attacks in different ways while you drain his life. In the first two stages, he basically just tosses bombs at you, which are easily avoidable. In the next phase, the Time Boss will begin to toss garbage at you will try to perform a physical blow when close. Finally, the Time Boss will run around the arena and try to bum-rush you. In the first two stages, try to shoot him at the point where he tosses his bombs from to inflict damage. In the third and fourth stages, load up on as much trash as you can and fire away. The Time Boss only has eight hit points, so you should be able to defeat him without too much trouble.

SECRETS



Did you collect all of the cat medals? If you did, you can check out some cool animations or drawings from the creators of *Blinx*. Also, if you have the cash, you might want to pick up the TS-X7 Supreme sweeper, which incorporates all of the powers of the previous sweepers.



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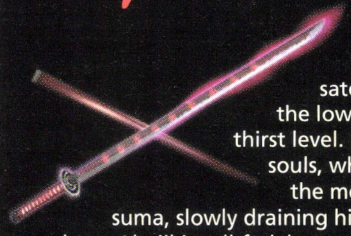
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by Pat Reynolds

Shinobi™

Sega is bringing one of its arcade legends back to consoles after a long absence. The *Shinobi* series first appeared in arcades in the 1980s and saw incredible success on the Genesis platform with the blockbuster *Revenge of Shinobi*. After a forgettable showing early in the life of Sega's Saturn, *Shinobi* vanished from sight...but you can't keep a good Ninja down! In this PlayStation 2 adventure, you assume the role of Hotsuma, a ninja of the Oboro clan. Finding his clan almost completely wiped out, Hotsuma takes up the enchanted sword Akujiki and vows to destroy the evil behind his clan's destruction. This strategy guide will take you through the game at the Normal difficulty setting; I'll show you where to find all of the secret crests and offer tips for defeating the many tough boss characters.

Akujiki, the Enchanted Sword



Shortly into the game, Hotsuma receives the mystical blade Akujiki. This powerful blade can be detrimental to Hotsuma unless he keeps it sated on the souls of his enemies. The red meter in the lower left corner of the screen shows Akujiki's thirst level. Every enemy you kill leaves behind one or more souls, which are automatically drawn into the blade. If the meter depletes, Akujiki will begin feeding on Hotsuma, slowly draining his health. Most stages have plenty of enemies to keep Akujiki well-fed, but you'll need to carefully manage your battles in some of the later areas and boss fights to avoid taking damage from the blade at critical moments in the game.

Tate

Whenever multiple enemies appear, you'll see icons representing each of them in the upper right corner. If you can kill them all in rapid succession, you'll build up power (or "tate") in Akujiki and the last strike will do enormous damage. Keep this in mind in areas where you find several smaller enemies along with one or more tough baddies. Take out the small guys quickly and you'll be able to defeat the tough enemies with one strike. This tactic even works on the bosses! As long as you can build up a long enough chain, you'll be able to inflict massive damage on the bosses—sometimes even enough to defeat them with a single strike.



Stealth Dash, Shuriken and Guard Break



Many enemies in *Shinobi* are adept at blocking Hotsuma's frontal attacks. This is where his ninja skill comes into play. Use the stealth dash to get behind enemies who like to play defensively and strike their unprotected backs. Alternatively, you can paralyze them for a brief time with your shuriken, or use the guard break kick (**Down** + □) to kick through their defense and open them up for a frontal attack.

Secret Crest Locations and Boss Strategies

Stage 1-A



Crest #1: Shortly after the area with the first tank, you'll come upon the debris of many collapsed buildings. Climb around on the rubble and you'll see the crest hidden in a blind alleyway.



Crest #2: Just as you enter the area with the second tank, turn right (toward the dead end) and look up to find a small niche in the wall with the secret item.



Crest #3: After defeating the second tank, climb over the collapsed wall to the right. Jump onto the area on the other side and you'll find the secret crest hidden behind a large piece of building there.

Boss: Demon Helicopter



Your sword does good damage against this boss, so just dash around and hit it until it's defeated. If you want to go for the flashy finish, wait for the ninja to appear and chain them all together, building up power for a final whammy hit on the chopper.

Stage 1-B



Crest #4: In the second area, it's in plain sight on a nearby rooftop. You'll need to use some mad wall-running skills to reach it.



Crest #5: This one is in the third area of the stage, and once again, it's out in the open—you can't help but notice it. You'll have to wall run and then double jump to reach the small platform it's sitting on.

Boss: Moritsune



The easiest way to defeat Moritsune is to let him do the job himself. Bust up a couple of the signs near the edge of the roof and then stand right at the edge. He'll slowly walk toward you, and when he gets close, he'll "charge up" for a rushing attack. You can see this coming from a mile away; simply jump straight up as he does it. Moritsune will pass beneath you and fall right off the roof, dealing himself a nice chunk of damage! Just repeat this process until he's K.O.ed.

Stage 2-A



Crest #6: There's only one secret crest in this stage, but it's cleverly hidden. When you get to the area with the raised piece of ground, turn around and look back the way you came to spot the item hanging in midair. You'll need to double-jump and then dash to reach it.

Boss: Shirogane and Akagane



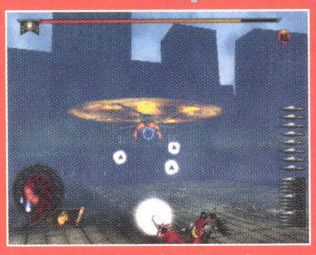
These ninja attack Hotsuma together, but it's not hard to defeat them. Akagane (the female) brings the fight to you, while Shirogane hangs back and swings his weapon around in a large radius. Stay away from him and concentrate on your biggest threat, Akagane. Spirit hounds will appear, so you can build up power by taking out a chain of them before letting Akagane have the final hit. She'll fall fast to this strategy. With Akagane out of the way, Shirogane is no trouble at all. You can't approach him while he's swinging his chain around, so stun him with a shuriken and then dash in for a combo. Build up power by taking out some dogs before going after him and you'll be able to defeat him in a single combo attack!

Stage 2-B



Crest #7: In the very first area of the stage, you can get up onto the roof of the large building by jumping from the nearby wall. Walk to the end and you'll see the secret item. A double jump and a dash will get you there.

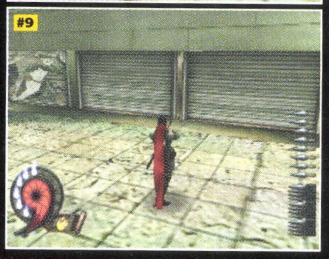
Boss: Demon Helicopter



Demon chopper is back for round two...and this time it's equipped with demon missiles! Aside from the missiles (which you can avoid by dashing and jumping), this is basically the same battle as before, although you do less damage now. You'll need to use chain combos, starting with the enemy ninja and ending with a solid hit to the helicopter.

Stage 3-A





Crest #8: This secret item is on a ledge on the far side of the large caved-in chamber about halfway through the stage. Some wall running and careful jumping is required to reach it.

Crest #9: Here's the first secret crest that you can't see at all. Near the end of the stage, break through the metal wall to reveal it.

Boss: Hakuraku



Unlike the bosses up to this point, Hakuraku starts with a bunch of helpers—in this case, the ninja dogs you fought during the stage. This boss encounter also introduces the hindrance of a time limit; if you don't take out a bunch of dogs and then hit him for big power damage, he'll teleport away and take all of the dogs with him, leaving you to start over from square one. Even worse, he'll start healing himself after you hurt him. The best strategy against Hakuraku is to build up power by taking out all of the dogs, then hitting him before he can teleport away. This should leave him with only a small amount of health. When he reappears, dash to him and use your ninja magic to finish him off for good.

Stage 3-B



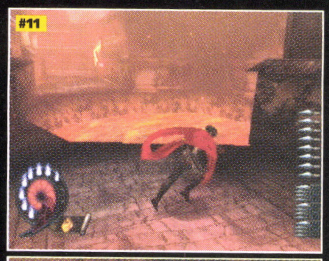
Crest #10: This is another tricky secret item to find. It's near the beginning of the stage, in the second area. Run along the wall to the right, then jump around the corner and back onto the wall. The crest is on a raised platform there.

Boss: Shirakumo



This giant spider boss is not very difficult to defeat; he's practically stationary and his projectile attacks are random and slow. Build up your tate by killing a string of baby spiders when they pop out of the nests, then jump to the narrow band of wall on either side of the room and use it to launch toward Shirakumo and deliver a powered strike. (Be careful not to destroy the nests or you'll run out of little spiders.) Just a few hits like this should finish the job.

Stage 4-A





Crest #11: At the second lava pit you encounter, jump to the right and dash over to a hidden alcove to find this secret item.

Crest #12: After defeating the second tank, head around the corner to the left to locate the second crest on this stage.

Boss: Homura



Not much for hand-to-hand fighting, Homura prefers to keep his distance and toss explosive fireballs your way. Use the stealth dash to avoid his shots and close the distance to whack him. After landing a hit or combo, get away from him fast—Homura likes to teleport away with a bang. Eventually some airborne enemies will appear, allowing you to build up power and deliver some huge damage to Homura.

Stage 4-B







Crest #13: The first secret crest in this stage is right at the beginning. Turn around and walk to the edge to spot it. There's a ledge below that you can't see but you'll land on if you drop from the edge. Jump from the ledge to snag the crest.

Crest #14: In the chamber past the first tank, you can easily see this crest hanging in the air. You'll need to double-jump and dash for it, but it's not difficult.

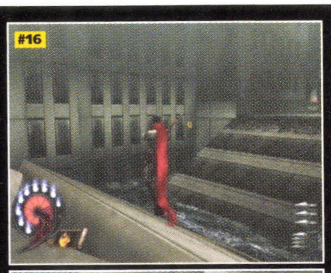
Crest #15: Look for this secret item in the chamber immediately following the one with crest #14. It's sitting on a low ledge near the doorway leading out.

Boss: Benisuzume

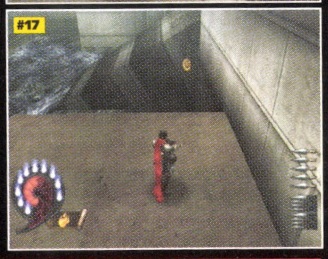


This boss battle is made perilous by the terrain: several small platforms over a bed of molten lava! Stick to the main platform in the middle of the room. Wait for the moth enemies to appear, then build up a chain before going after Benisuzume. Immediately after hitting her, dash forward to stick to the wall to avoid falling into the lava below. Stay away from the central platform for a few seconds; Benisuzume likes to firebomb it after taking a big hit.

Stage 5-A



Crest #16: The first crest in this stage is located in the second area, along a wall. A simple wall run will get you there.



Crest #17: The other secret item is in the last area of the stage, cleverly hidden near one of the ramps. Some careful wall climbing and jumping is required to grab it without falling into the raging water below.

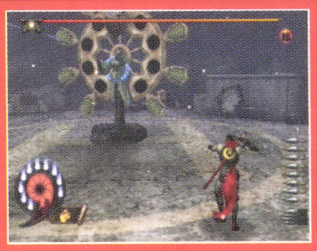
Boss: Kongou



The rooftop boss is a melee monster, so keep your distance. Wait for him to use his body slam attack, then move in for a combo. When the flying enemies appear, you can use them to build power and combo the boss for massive damage.

Stage 5-B

Boss: Kurakuda



Kurakuda might seem intimidating, but he's actually very easy to beat. He has a couple of projectile attacks that are not hard to avoid because he broadcasts them loudly. Wait for him to send out his snakes and then start a chain combo. Kurakuda loves to send the snakes after you and immediately follow it up with his powerful energy beam. Be sure that you're positioned to the side or behind him to avoid this attack. Take out the snakes, then attack Kurakuda with the final hit to defeat him easily.

Stage 6-A



Crest #18: This secret can be found just after the first long platform with the moving energy barriers. Upon entering the next vertical chamber, look above and to the right of the door to spot the crest.

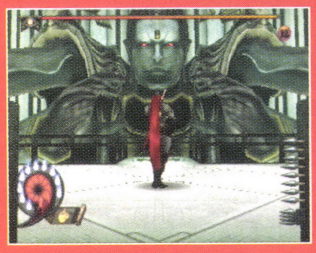
Boss: Master Kobushi



This can be an incredibly difficult fight. Kobushi is wickedly fast, blocks any frontal attack you launch and can kill you in seconds. However, there's a somewhat easy method to defeating him. First, climb on either wall and move into a position above Kobushi. Drop in behind him and hit him once, then immediately get back onto the wall to avoid his lightning-fast counterattack. He'll start running for the other side of the hallway; jump off the wall and dash behind him to strike again, then jump onto the wall right away. Continue this process, ignoring the enemies that fire laser beams during the battle. Focus on Kobushi and keep him on the run; you'll whittle his health bar down slowly but surely. Use ninja magic if you're getting low on health and need to finish the battle in a hurry.

Stage 6-B

Boss: Yatsurau



This battle is made more difficult because of the real danger of falling (or being pushed) into the water below the platform. Yatsurau has three energy attacks: a triple shot that can freeze Hotsuma in place if it hits, energy beams that rise from the ground and a large energy shield that will throw Hotsuma back if he's caught inside it. On top of that, Yatsurau also uses his four massive arms to attack. Keep your focus on him and you'll be able to see what's coming. Hotsuma's sword does almost no damage to Yatsurau unless you charge it up by defeating the flying enemies that appear during the battle. Wait until there are a lot of them (six or more), then kill them before dashing toward Yatsurau's weak spot (the jewel in his forehead) for the final blow. It is possible to defeat Yatsurau with a single hit if you've powered up the sword enough.

Stage 7-A



Crest #19: Early in the stage, you'll come to an area with two sealed walls. Defeat all of the female ninja in the area and both seals will dissipate. Follow the path leading off to the right of the main trail. Defeat all of the enemies in the area, then run behind the building to find the crest.

Boss: Ageha



Ageha is another Oboro clan ninja, and she possesses all of the same skills as Hotsuma. She can stealth-dash (which throws off your lock-on), she throws paralyzing shuriken and can even perform the mid-air multi-shuriken attack. She's brutally fast and hits hard. It's best to disable your lock-on until she stops moving, otherwise she'll dash away and leave you locked to her dash shadows. Wait until the flower enemies appear and go after them, building your power as you've done with most of the bosses in the game.

Stage 7-B

Boss: Aomizuchi



It's time to face off against the final Oboro clan ninja. Like Ageha, Aomizuchi can stealth-dash, throw shuriken and break your lock-on attempts. He favors dashing attacks with his twin blades. This is a very difficult battle, and it requires some expert timing. Dash around Aomizuchi's attacks and hit him with combos in the brief second after his dash ends. As always, it's best to charge up your sword on the enemies that appear during the battle before attacking the boss.

Stage 8-A



Crest #20: This secret item is hidden directly above the doorway where Hotsuma begins the stage. Climb the wall or leap to the ledge above the door from a nearby rooftop to reach it.



Crest #21: Look for the "chain" of four enemies just hanging out in a nice straight row, about 3/4 of the way through the stage. To reach the secret, you must double-jump out toward the enemies, then use repeated air dashing and attacking to move through the air toward the far ledge. As long as your attacks land, you can dash once before attacking again. This is by far the hardest crest to reach in Normal mode.

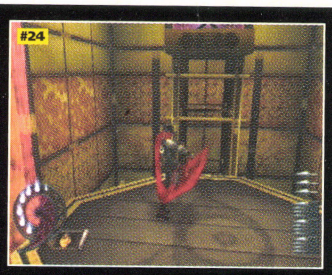


Crest #22: In the area past where you found secret crest #21, look for another under the ledge with the sealed door.



Crest #23: In the final area of the stage, you'll have to climb one of two large vertical structures to reach the platform with the door. You'll find the crest on the far side of one of these structures (the side opposite the rock wall), near the bottom.

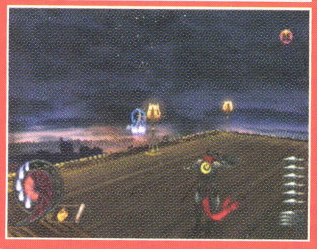
Stage 8-B



Crest #24: In the area with the moving platforms, this crest is located in a lower corner, below and to the left of the door. Jump to the wall, then carefully jump to reach the item before double-jumping back onto the wall.

Boss: Hiruko





This is it: the final battle, and it's *hard*. I'm talking *Battletoads* hard. (And if you understand that reference, you're old-school.) Hiruko begins this fight completely invulnerable to your attacks. You must follow him as he teleports around the area and land several hits before his life meter will appear and the real battle begins. Your normal attacks do almost no damage to Hiruko, and you'll need to hit him with your guard break before attacking with the sword or he'll block and counterattack. Hiruko has four main projectile attacks, and he calls out in Japanese before using each of them. Pay attention to his words and you'll be able to anticipate which attack is coming and get ready to avoid it. During these attacks, Hiruko is invulnerable, and he'll generally teleport away shortly after using them. He also has a special attack which he uses after taking damage; it sends beams of energy across the area. If this attack hits, it takes a good chunk of life from Hotsuma, so be ready to dash and avoid it. Finally, Hiruko has an especially nasty dash-'n-slash attack during which he relentlessly follows Hotsuma around the area. Stealth-dash away from him when he appears nearby to avoid this attack. The method for defeating Hiruko is similar to the other bosses. Wait for the small enemies to appear and build up a lengthy tate power combo before landing the final attack on Hiruko. There's a lot of luck involved with this tactic, since Hiruko spends a good deal of time completely invulnerable to your attacks (while he's setting up and using his projectiles) or teleporting around the area. Luckily, all of the small enemies leave behind health items when they die, so you can stay alive by collecting them and keeping your life meter full.

Secrets

All of the extras in *Shinobi* are tied to the secret crests stashed throughout the game's many stages. I've told you how to locate the 24 crests that can be found while playing in "Normal" mode; when you beat the game, you'll unlock two additional difficulty levels ("Hard" and "Super") with 13 secret crests in each, for a grand total of 50. Finding the secret crests will unlock the following items:

10 crests
Unlock "Movie" option at the "Extras" menu

20 crests
Unlock "Gallery" option at the "Extras" menu

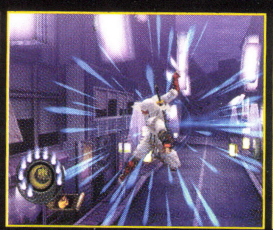
30 crests
Unlock Moritsune as a playable character

40 crests
Unlock Joe Musashi as a playable character

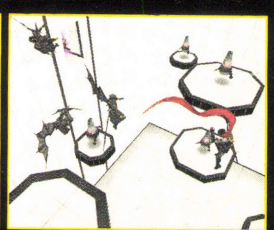
50 crests
Unlock Challenge Levels at the "Extras" menu



Moritsune is slower than Hotsuma, but stronger. Collect 30 crests to unlock him.



You'll have unlimited shuriken while playing as Joe Musashi, the white ninja from *The Revenge of Shinobi*!



There are nine challenge levels; all new, all different and all very, very hard.

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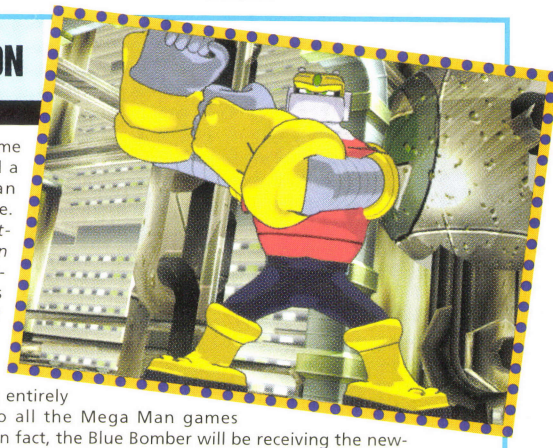
SELECT GAMES

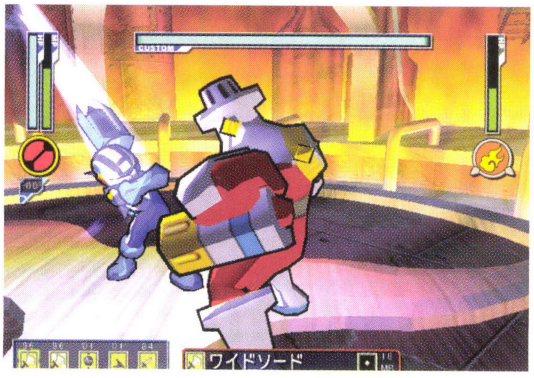


Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 58 and 59? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

MEGA MAN BATTLE NETWORK TRANSMISSION

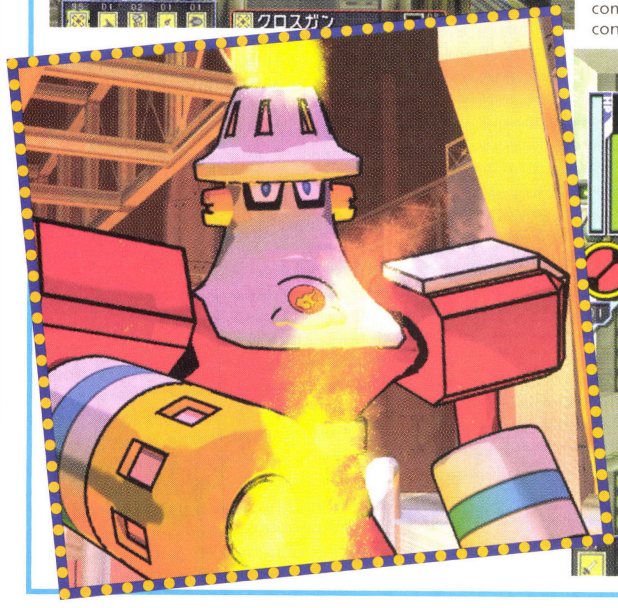
Capcom • Possible in 2003 • 1 Player

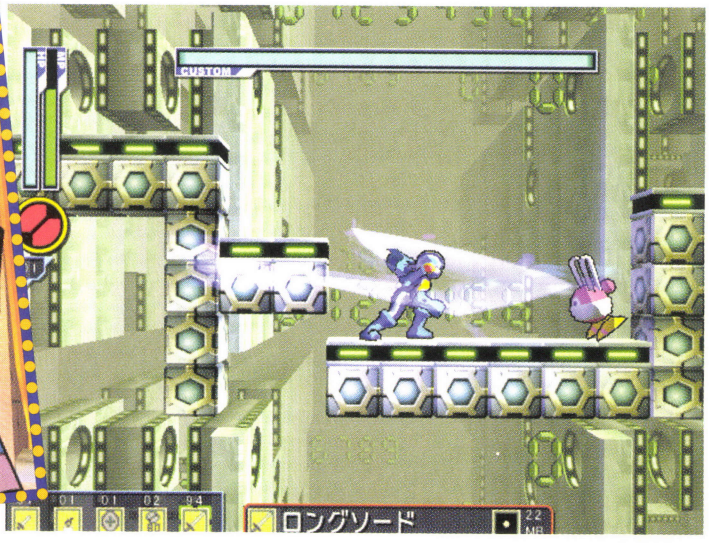






At the recent Tokyo Game Show, Capcom revealed a brand new Mega Man game for the GameCube. *Mega Man Battle Network Transmission* (*Rockman EXE: Transmission* in Japan) is based on the popular *Mega Man Battle Network* series for the Game Boy Advance. The game will have an entirely new look compared to all the Mega Man games we've seen in the past. In fact, the Blue Bomber will be receiving the new-fangled "cel-shading" treatment that seems to be permeating every game since *Jet Grind Radio* on the Dreamcast. Very few details are currently known about the game, but it seems obvious from these pictures that it takes place in a 3-D universe, while retaining a lot of the 2-D style gameplay that Mega Man fans are accustomed to. Also, we can see that many of Mega Man's classic foes are in it, like Fire Man and Guts Man. Another bit of trivia regarding *Transmission* is that the game is being developed by Arika, which usually handles the development of 3-D *Street Fighter* renditions like *Street Fighter EX3* for the PlayStation 2. The most intriguing information about *Mega Man Battle Network Transmission*, however, is that the game will connect with the upcoming *Mega Man Battle Network 3* for the Game Boy Advance via the GameCube/GBA link cable. Again, we're not sure at the moment what exactly you can do between the two games, but the word "Transmission" in the game's title suggests that it will be something significant. Ever since Capcom announced that the *Resident Evil* series will be exclusive to the GameCube, it has hinted that another well-known Capcom franchise will also become exclusive to the GameCube. The *Mega Man* series is an obvious choice, but *Mega Man X7* (another cel-shaded affair) is scheduled for the PlayStation 2 sometime next year. However, in Japan the *Mega Man Battle Network* (*Rockman EXE*) spin-off has taken a life of its own with its own TV cartoon show (see *Japan Report*, May 2002) and comic book series. Will *Mega Man Battle Network* games be exclusive to Nintendo consoles? It certainly looks that way!





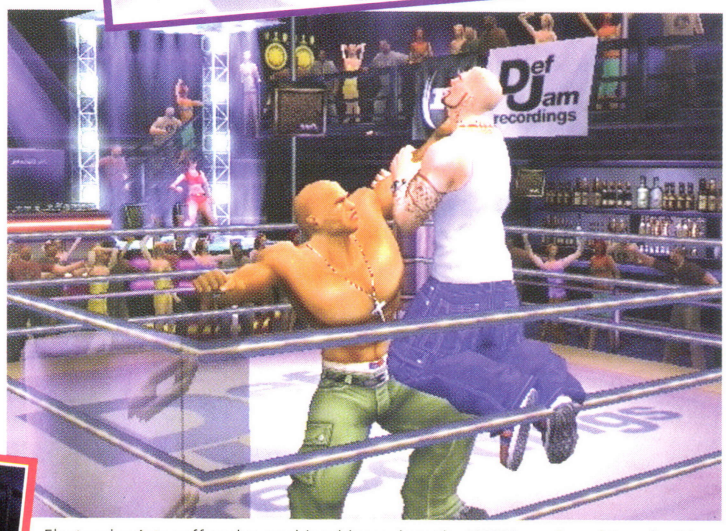
DEF JAM VENDETTA

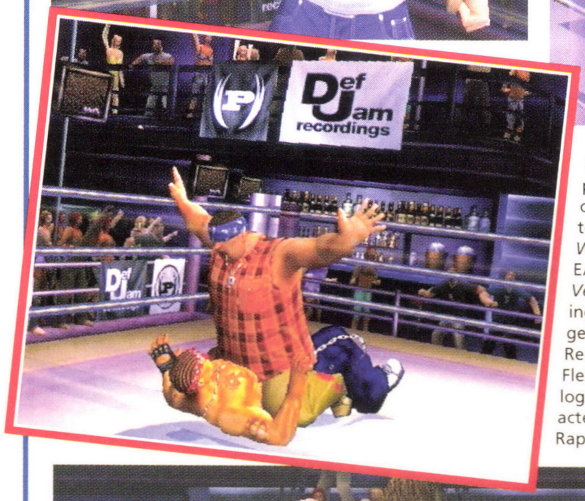
EA Sports BIG • 1st Quarter 2003 • 1-2 Players

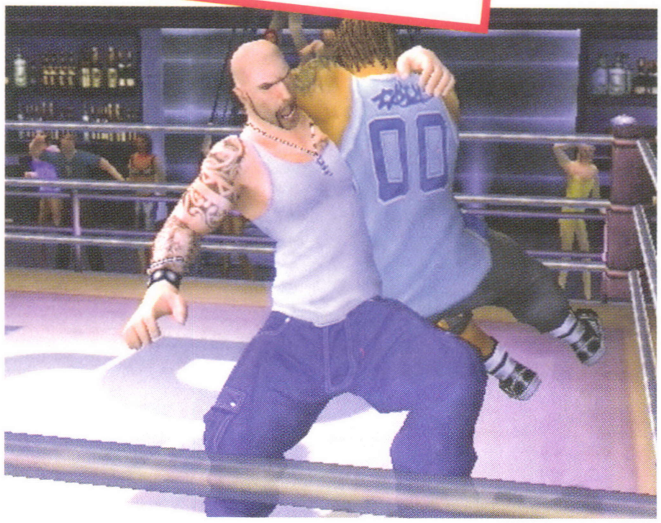




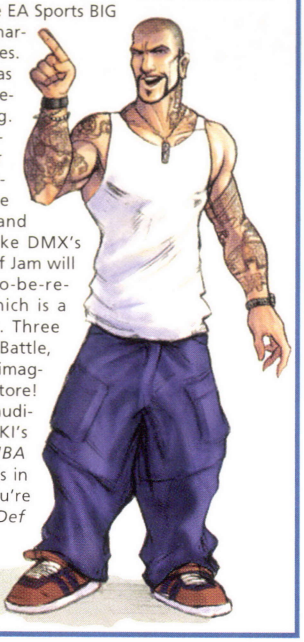








Electronics Arts suffered a crushing blow when the WCW was bought up by Vince McMahon and the WWF (now WWE). Although EA's WCW games weren't nearly as popular as THQ's WWF/WWE series, the merger left EA without a proper license to create legitimate wrestling games that people would care about. So what do you do to get back into the ring? Grab a giant cauldron, mix in AKI (the folks who created *WCW/NWO Revenge* and *Wrestlemania 2000* for the N64), the *NBA Street* team from EA Sports BIG with a whole posse of angry rappers and *voila!* You have *Def Jam Vendetta*, an over-the-top wrestling game featuring rap artists from Def Jam Recordings. Layeth the smacketh down with a little bling-bling! The game will have a staggering 45 characters, including 12 Def Jam artists: DMX, Ludacris, Method Man, NORE, Redman, WC, Capone, Keith Murray, Ghostface Killah, Christina Milian, Funkmaster Flex and Scarface. Since *Def Jam Vendetta* carries the EA Sports BIG logo, you can expect to see cameos from other BIG characters from *NBA Street*, *Sled Storm* or the *SSX* series. Rap fans will enjoy familiar songs from each artist as they lip-sync to their own intro sequence while entering the ring. Each wrestler will have two signature finishing moves plus his or her own intimidating, playa-hatin' taunts! Matches will take place in the meanest, dingiest and darkest corners of the earth, like DMX's Junkyard and the Warehouse. Def Jam will also provide brand new, yet-to-be-released tracks for the game, which is a huge plus for any Def Jam fan. Three modes of play will be available: Battle, Story and Survival. We can only imagine what the Story mode has in store! Will it be too risqué for general audiences? Anyone who's played AKI's N64 wrestling games and/or *NBA Street* will know that this game is in very capable hands. Whether you're into wrestling, rap or neither, *Def Jam Vendetta* is slated for release sometime in early 2003 for both the PlayStation 2 and GameCube.



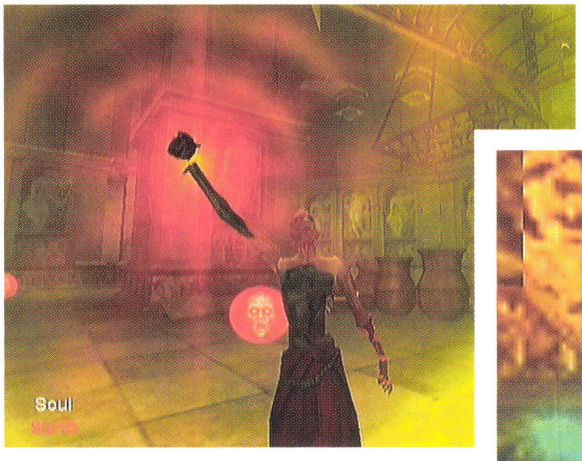
THE LOST

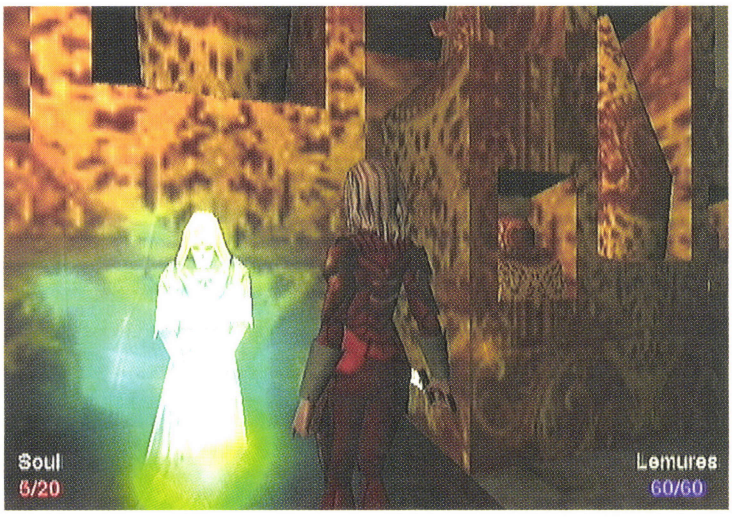
Crave • March • 1 Player

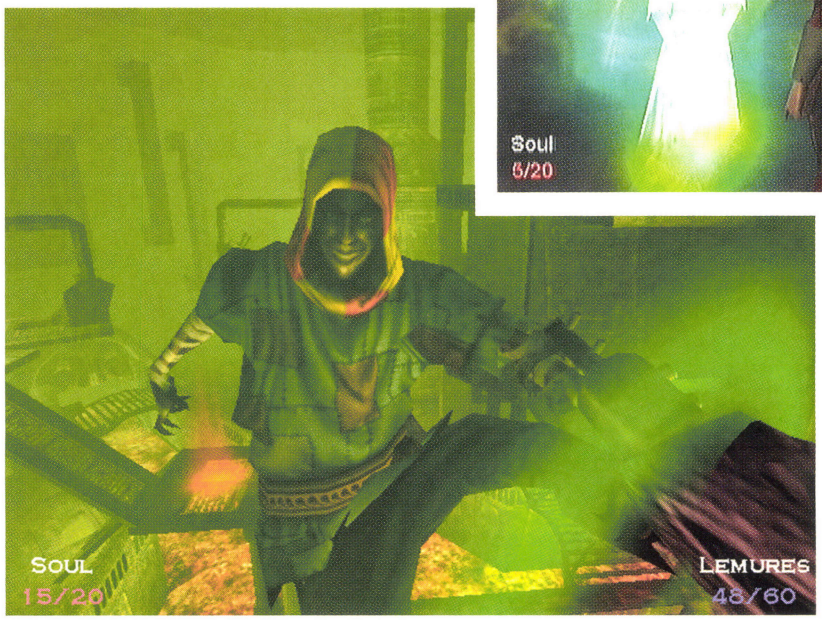
Not everyone has read Dante's *Inferno*, but most people are familiar with this famous line from those dusty old cantos: "Abandon all hope, ye who enter." Crave is plundering this classic tale about descending through the nine levels of Hell and adapting it for modern consumption in the upcoming survival-horror game *The Lost*. Instead of Dante, the main character is a woman named Amanda Wright, a diner waitress clad in a pink and white uniform who is desperate to save her daughter from Hell, yet must employ the aid of its most unsavory denizens to accomplish her mission. In addition to Amanda, there are three other characters you can switch to on the fly. Corruption is a rotting skeleton with an ever-present swarm of flies surrounding his arm; true to his name, he uses filth and rot to attack his enemies, even going as far as to pull out his own heart as he commands his horde of insects to strip the flesh from his enemies. For those of us with weaker stomachs, Shadow employs stealth tactics to outmaneuver the enemy, placing turrets to clear a room of enemies, turning invisible to sneak by or leaving decoys to distract his enemies as he sneaks up on them from behind. He also has a grappling hook device, which allows him to reach areas the others cannot explore. Instinct is the opposite of Shadow, since she prefers melee attacks and will use her bracers to deflect ranged attacks, sometimes right back into the face of her attacker. These extra fighters can also be fully customized using an RPG skill system where you distribute the points you earn as you assist other lost souls. Hell has been updated to reflect horrors we're more familiar with in the 20th century; for example, Limbo features a layout quite similar to a Nazi concentration camp, with stern-faced soldiers patrolling the corridors. There's also a healthy array of bizarre, sick and twisted monsters inhabiting the netherworld, such as dogs with three human heads, humanoid creatures hanging upside down from beams by their own intestines and a wealth of other demons and fiends. It's sick and demented—and a welcome addition to the burgeoning library of "survival horror" games for the Xbox.









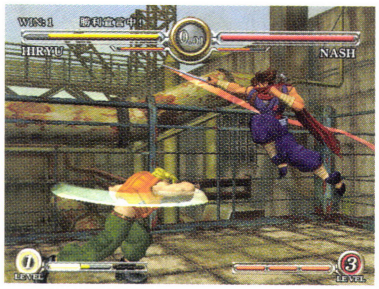




Select Games

CAPCOM FIGHTING ALL STARS

Capcom • 1st Quarter 2003 • 1-2 Players

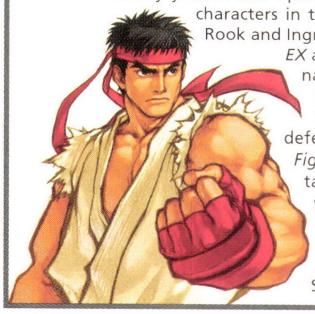






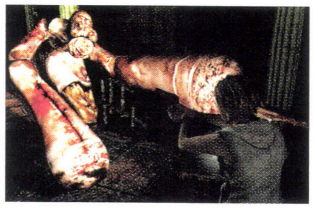


Hardcore fighting-game fans: Be on the lookout for Capcom's first arcade game utilizing the System 246 arcade board used for *Tekken 4* and *Soul Calibur II*. *Capcom Fighting All Stars* features 12 known characters including Charlie from the *Street Fighter Alpha* series, Akira from the *Street Fighter EX* series, Batsu from *Rival Schools*, Haggar and Poison from *Final Fight*, Alex from the *Street Fighter III* series and Strider Hiryu as well as classic *Street Fighter* characters Ryu and Chun-Li. Four hidden characters will eventually be available through the use of a code entered by your arcade operator at the game's test menu. New characters in the mix are D.D. (not to be confused with Doctrine Dark from *Street Fighter EX*), Rook and Ingrid. The game looks like the *Street Fighter III* series but plays more like *Street Fighter EX* and *Rival Schools*, minus the Air Combos. New gameplay features include the elimination of the best-of-three "round" system; here, only one round for the entire duration of the fight determines the winner. Another change involves the energy bars, which change from green to yellow to red as a character's life decreases. In order to defeat your opponent with a "Super Art" (a.k.a. Super Move for any of the other *Street Fighter* games, same as the Super Art in the *Street Fighter III* series), you will need to taunt your opponent once during the game. *Street Fighter* purists may have trouble with the control configuration, which has been scaled back from six punch/kick buttons to four; an additional "dodge" button has been implemented as well. *Capcom Fighting All Stars* is also coming for the PlayStation 2, with networking capabilities in Japan, but no plans have been revealed for online play here in the United States. We're also waiting for word on XBOX or GameCube versions.



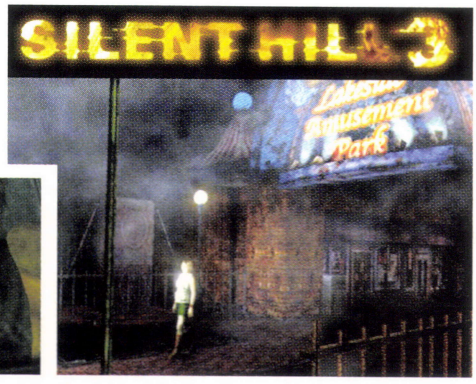
SILENT HILL 3

Konami • 1st Quarter 2003 • 1 Player





A new day, a new nightmare. Heather is the typical girl-next-door; she may not have the cleanest mouth for a young girl, but her heart is true and honest. Her day starts like any other day, as she heads to the local mall for a little window shopping. Little does she know that her world is turning into the sick, alternate universe that we've come to know as the Silent Hill nightmare. In *Silent Hill 3*, the typical, ordinary person is again thrown into a dark and murky nightmare where grotesque, contortionist creatures flop around in every corner. Heather, however, is a little more carefree than previous visitors Harry and James. She's also pretty tough for a young girl; she has no qualms about picking up a handgun to survive. In *Silent Hill 3*, Heather will move back and forth between the "real" world and the "alternate" world as she tries to figure out this morbid conundrum. The plot thickens when she meets a mysterious lady who cautions her with a cryptic statement: "They're trying to welcome the beginning. The people want to take back the amusement park they lost." Beginning? Amusement park? With those strange words, the lady departs, leaving Heather to fend for herself again. Will Heather ever make it back to the ordinary world of the Gap and Banana Republic, or is she doomed to wander the diabolical food court? More importantly, what is the connection between the experiences of all three *Silent Hill* characters? Is it a place, or an extreme form of dementia? Get set for *Silent Hill 3* to take us deeper into the rabbit hole early next year.





STAR WARS: THE CLONE WARS

LucasArts • Available Now • 1-2 Players









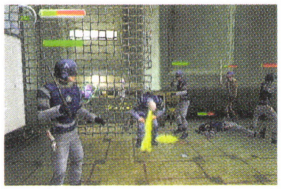


Star Wars: The Clone Wars picks up where the movie *Star Wars Episode II: Attack of the Clones* ended. Players will lead the Republic Army as one of three venerable Jedi: Mace Windu, Obi-Wan Kenobi and Anakin Skywalker. The game mostly centers around controlling various ground and aerial crafts, but sometimes the Jedi will be able to engage in hand-to-hand light saber combat. Seven vehicles will be playable in the single-player campaigns: the Republic Gunship, Republic Fighter Tank, AT-XT Assault Walker, Speeder Bike, Stap and a maru. The Hailfire and AAT will also be available in the multiplayer games. The coolest thing about *The Clone Wars* is the sense of scale you get as you see hundreds of units battling around you, making you feel as though you're just one of many soldiers in a large-scale war. The game follows a lot of the same formulae we've seen from the *Starfighter* and *Rogue Squadron* series, where your performance is rated on how you complete each mission. *The Clone Wars*, however, is meant to be a little more accessible to younger and inexperienced players, so you'll find less of the trial-and-error method of completing missions that often plagues the other *Star Wars* titles. *Star Wars: The Clone Wars* will also be available for the PS2.

MINORITY REPORT

Activision • Available Now • 1 Player

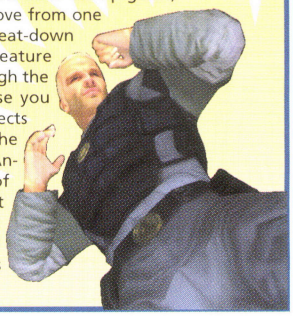








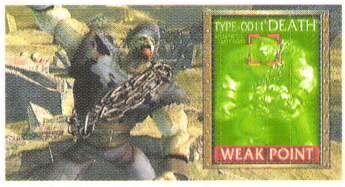
John Anderton used to be the law, but now he's running from it. Based on the movie of the same name, *Minority Report* takes place in the year 2054, when criminals are busted even before they can commit the crime. John Anderton finds out that he's been targeted as a potential murderer by the Precrime unit, the very department he works for. Now he must run for his life and find some way to exonerate himself from a crime he has yet to enact. The story for the game has a few twists and turns that are different from the movie, and unfortunately, Tom Cruise didn't allow his image to be used in the game. In fact, the silver-haired, game version of John Anderton looks like he's old enough to be Tom Cruise's dad! A lot of the precepts of the movie still remain, however, like the edict of non-violence in *Minority Report*'s futuristic society. Weapons in the game can only stun or knock out an enemy without ever killing them. Violent or not, *Minority Report* is still your basic beat-'em-up game, similar to *Final Fight*, where you move from one area to the next, doling out the beat-down as you forge ahead. Some levels feature the jetpack which lets you zip through the city as Precrime grunts try to chase you down on foot. Environmental objects can also be destroyed, adding to the sense of chaos and desperation as Anderton struggles to keep ahead of the law. Eventually, Anderton must whisk away a Precog and keep her alive to prove his innocence, just like in the movie. *Minority Report* is also available for the Xbox.



THE HOUSE OF THE DEAD 3

Sega • Available Now • 1-2 Players UPDATE!





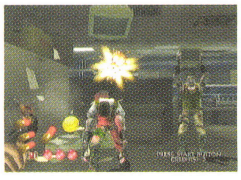
It's zombie-hunting season again as *The House of the Dead 3* finally makes its way to the Xbox. The game can be played with either a regular controller or a light gun. Currently, the only available light gun for the Xbox is the Blaster from Mad Catz, but we found the regular controller to be just as responsive. Without a doubt, *The House of the Dead 3* is the best-looking gun game for any console yet, thanks to the incredible power of the Xbox. The game is also much more fast-paced than previous *House of the Dead* games, especially with the new auto-reloading feature that eliminates having to shoot away from the screen in order to reload your weapon. A new scoring system also keeps track of how fast you react once the zombie appears on your screen. The faster your reaction time, the higher your score. The spirit of the game never wavers: Fire away at zombies, then battle a giant boss at the end of every level. The biggest surprise, though, is being able to play *The House of the Dead 2* once you beat the game! That's two awesome games in one! All of the features that were available in the Dreamcast version of *The House of the Dead 2* becomes unlocked, including the mini-games. *The House of the Dead 3* is pure arcade-style fun and the addition of *The House of the Dead 2* makes this an irresistible title for any Xbox owner.







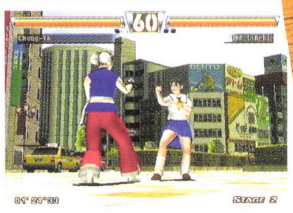


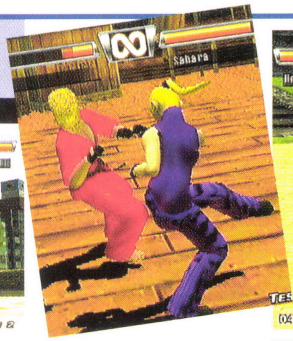


FIGHTER MAKER 2

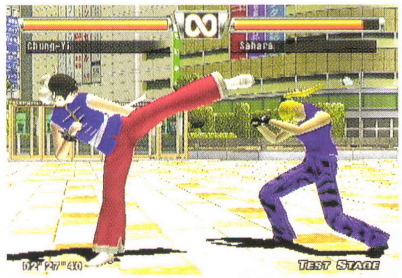
Agetec • Available Now • 1-2 Players











More than just your basic one-on-one fighting game, the real fun in *Fighter Maker 2* is creating your very own fighter from scratch. Not only does the game let you tailor your character's look, but you can also program every single maneuver the character makes, from punch, kick and throw moves all the way down to his or her winning pose. Programming a character's movements in 3-D is no easy task, however. Each body part has to be accounted for, and it's easy to get mired in the numerous X and Y coordinates for every joint. The learning curve for editing characters in *Fighter Maker 2* is pretty high, but once you get the hang of it, the rewards are an endless source of amusement. There is a set of pre-existing characters in the game that can be used as samples if programming a single punch is just too much for you. If you still have a saved character on a Memory Card from *Fighter Maker* for the PS one, then you're in for a real treat: *Fighter Maker 2* lets you bring in saved characters from the original game so you can check them out in their new high-resolution PS2 form! As you can see in the accompanying photos, we had a little fun creating doppelgängers from other well-known fighting games. Hey, imitation is the sincerest form of flattery!

Select Games

THE LEGEND OF ZELDA

UPDATE!

Nintendo • 1st Quarter 2003 • 1 Player



Certainly a game that needs absolutely no introduction whatsoever, *The Legend of Zelda* for the GameCube carries all the expectations of any game from Nintendo's legendary designer, Shigeru Miyamoto. We have a few more pictures to share with you here, but the details around the game are still shrouded in mystery. As far as the story goes, all we know is that Link sets out on an adventure to find his sister Arilla, who gets kidnapped at the start of the game. The game still retains the same control scheme as the past *Zelda* titles for the Nintendo 64, so veteran players should have no problems jumping right in. For most of us, the initial shock of Link's new cartoonish look is long over—we just want to play it now! Luckily for Japanese players, *The Legend of Zelda* for the GameCube will be available in Japan in December. The U.S. is currently looking at a February release date.

BATMAN: DARK TOMORROW

UPDATE!

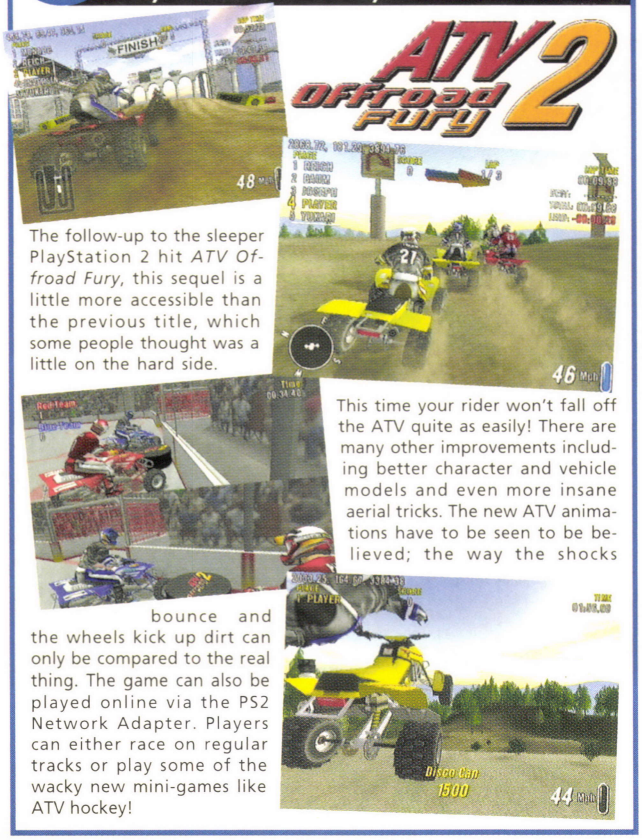
Kemco • Available Now • 1 Player



Batman: Dark Tomorrow is based on the darker and more jaded Batman portrayed by comic-book artist Frank Miller in his graphic novel *The Dark Knight Returns*. Never before has a Batman game captured the streets of Gotham in such gritty detail, with their shady back alleys and fog-drenched atmosphere. Batman will have access to his usual belt of gadgets like the Batarang, Bat Grapple, Bat Cuffs, Bat Decoder and more. The game requires the use of a fair amount of stealth, as mobsters and street thugs roam about the city. There's a lot of beat-'em-up action, but knowing when to use each gadget is also crucial to solving puzzles in the game. *Dark Tomorrow* promises to deliver a compelling Batman storyline akin to Miller's edgy rendition.

ATV OFFROAD FURY 2

Sony • Available Now • 1-2 Players



The follow-up to the sleeper PlayStation 2 hit *ATV Offroad Fury*, this sequel is a little more accessible than the previous title, which some people thought was a little on the hard side. This time your rider won't fall off the ATV quite as easily! There are many other improvements including better character and vehicle models and even more insane aerial tricks. The new ATV animations have to be seen to be believed; the way the shocks bounce and the wheels kick up dirt can only be compared to the real thing. The game can also be played online via the PS2 Network Adapter. Players can either race on regular tracks or play some of the wacky new mini-games like ATV hockey!

SONIC MEGA COLLECTION

TIPS & TRICKS PICK!

Sega • Available Now • 1-2 Players



Sonic Mega Collection for the GameCube is a wonderful package for any Sonic the Hedgehog fan, old or new. The game includes every Sonic release for the Sega Genesis: *Sonic the Hedgehog*, *Sonic the Hedgehog 2*, *Sonic the Hedgehog 3*, *Sonic & Knuckles*, *Sonic 3D Blast*, *Sonic Spinball* and *Dr. Robotnik's Mean Bean Machine*. Also included are *Sonic CD* for the Sega CD and two hidden Sonic games. The collection comes with other delightful distractions like high-resolution Sonic artwork and full-page scans of the original manual for each game. Also included is a cover gallery of Archie Comics' *Sonic the Hedgehog* comic books, several movie clips from various game intros and even some top-secret surprises! This is the ultimate *Sonic* package; you can't call yourself a Sonic fan unless you have *Sonic Mega Collection*.

MORTAL KOMBAT: DEADLY ALLIANCE

Midway • December • 1-2 Players



Mortal Kombat: Deadly Alliance for the Game Boy Advance promises to make up for the debacle that was *Mortal Kombat Advance*, which really was a crushing blow for any *MK* fan. The GBA *Deadly Alliance* will allow you to link up with a friend and challenge them to a match. "Kurrency koins" can be used to bet on matches to give more significance to each fight. The koins can then be used to purchase various bonuses and extras within the game. Various mini-games will also be playable, including the nostalgic "Test Your Might" shingle-chopping game which we haven't seen since the very first *Mortal Kombat*!



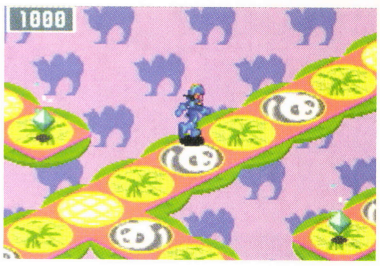




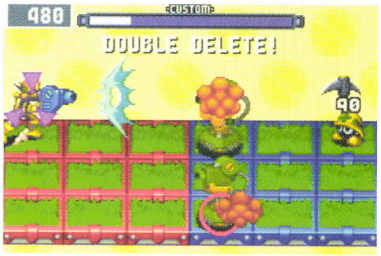
MEGA MAN BATTLE NETWORK 3

Capcom • Possible in 2003 • 1 Player









It seems that every time a new *Mega Man Battle Network* game hits the store shelves, Capcom wastes no time in announcing a new title for the series. *Mega Man Battle Network 3* continues the cyber adventures in the Navi world. More viruses must be defeated to keep the network safe from corruption. Details are still being fleshed out for this game, but as mentioned earlier in this month's *Select Games*, *Mega Man Battle Network 3* will connect with *Mega Man Battle Network Transmission* for the GameCube via the GameCube/GBA link cable. We'll keep you posted on both games as we find out more!

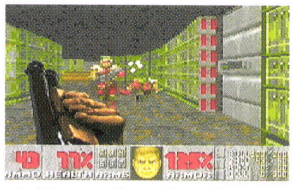
DOOM II

TIPS & TRICKS PICK!

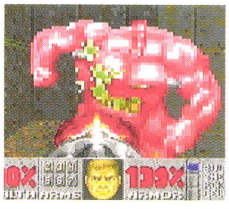
Activision • Available Now • 1 Player





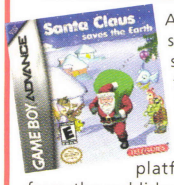


For some of us, *Doom* was all we needed for our Game Boy Advance in order to satisfy our handheld gaming needs. Now comes *Doom II*, considered to be one of the finest first-person shooting games of all time. This is a faithful recreation of the classic PC game, so FPS veterans will recognize every nook and cranny in the game. Even the corny "horror" music is exactly the same as the original! *Doom II* is definitely more challenging than *Doom*, with even more complex levels and areas where hordes of creatures greet you as you open the door. See why the shotgun became the weapon of choice for every horror game we see today!

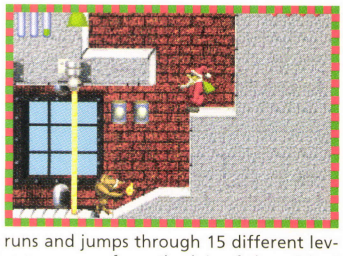


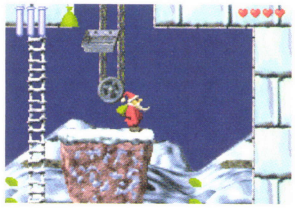
SANTA CLAUS SAVES THE EARTH

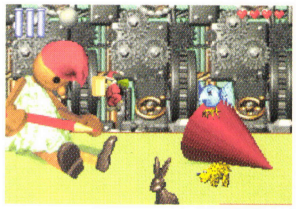
Telegames • Available Now • 1 Player

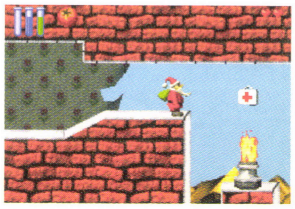


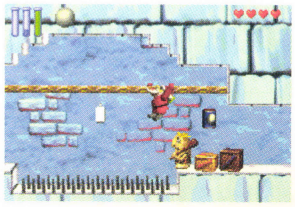
A high-tech stocking stuffer? A future collector's item? A wacky platform game from the publisher of *Urban Yeti!*? *Santa Claus Saves the Earth* is all of these things. You control Kris Kringle as he runs and jumps through 15 different levels, battling bosses and fighting to escape from the lair of the wicked fairy, Nilam. That's right, baby: Santa Claus. Decking the halls. Fighting bosses. Saving the Earth! It's probably the biggest workout he's had since the last time he squeezed down your chimney. Why should Mario, Sonic and Crash Bandicoot have all the fun? Even crazier, a PlayStation version of *Santa Claus Saves the Earth* will soon be available.











GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

PLAYSTATION

DECEMBER
Street Racquetball (Agetec)

FEBRUARY
Big Strike Bowling (Take 2)

MARCH
Bratz (Ubi Soft)

PLAYSTATION 2

DECEMBER
BattleBots (THQ)
Dragon's Lair 3D (Encore)
Evolution Snowboarding (Konami)
James Cameron's Dark Angel (Vivendi/Universal)
Mystic Heroes (Koei)
NCAA College Basketball 2K3 (Sega)
Pro Race Driver (Codemasters)
RPG Maker 2 (Agetec)
Smash Cars (Metro 3D)
Star Wars: The Clone Wars (LucasArts)
Tom Clancy's Ghost Recon (Ubi Soft)

JANUARY
Armada 2: Star Command (Metro 3D)
Barbie: Treasures in Time (Vivendi/Universal)
Battle Engine Aquila (Infogrames)
Black & Bruised (Majesco)
Cabela's Offroad Adventure (Activision)
Daredevil (Encore)
Dark Cloud 2 (Sony)
Devil May Cry 2 (Capcom)
Disaster Report (Agetec)
Dragon Ball Z: Budokai (Infogrames)
Ever Blue II (Capcom)
Fisherman's Bait 2003 (Konami)
Frogger Beyond (Konami)
The Getaway (Sony)
Ghostmaster (Empire)
Jeopardy! 2003 (Infogrames)
Jojo's Bizarre Adventure (Capcom)
Malice (Vivendi/Universal)
Micro Machines (Infogrames)
Midnight Club 2 (Rockstar)
My Street (Sony)
Nickelodeon Party Blast (Infogrames)
Pride F.C. (THQ)
Primal (Sony)
Risk (Infogrames)
Robocop (Titus)
The Sims (EA)
Starsky & Hutch (Empire)
War of the Monsters (Sony)
Wheel of Fortune 2003 (Infogrames)
World Tour Soccer 2003 (Sony)

FEBRUARY
Batman: Dark Tomorrow (Kemco)
Duke Nukem (Rockstar)
Dungeons & Dragons: Heroes (Infogrames)
Elder Scrolls Adventures (Bethesda)
Everquest Online Adventures (Sony)
Fear Effect 3 (Eidos)
Freaky Flyers (Midway)
Gladius (LucasArts)
.hack (Bandai)
Jackie Chan Adventures (Encore)
Mace Griffin: Bounty Hunter (Crave)
Mission Impossible: Operation Surma (Infogrames)
Return to Castle Wolfenstein (Activision)
Star Ocean: Till the End of Time (Enix)
Vexx (Acclaim)
Xenosaga (Namco)
Yu-Gi-Oh!: The Duelist of the Roses (Konami)

MARCH
Air Force Delta 3 (Konami)
Auto Modellista (Capcom)
Ballistic: Ecks vs. Sever (BAM!)
Bomberman Kart (Konami)
Breath of Fire: Dragon Quarter (Capcom)
The Chessmaster (Ubi Soft)
Clock Tower 3 (Capcom)
Colin McRae Rally 3 (Codemasters)
Dynasty Warriors 4 (Koei)
Falcone: Into the Maelstrom (Titus)
Indiana Jones & the Emperor's Tomb (LucasArts)
The Lost (Crave)
Mafia (Take 2)
Moto-X (Konami)
NBA Ballers (Midway)
Rayman 3: Hoodlum Havoc (Ubi Soft)
Red Dead Revolver (Capcom)
RTX Red Rock (LucasArts)
Shaun Murray's Pro Wakeboarder (Activision)
Tankers (Titus)
Tenchu 3: Wrath of Heaven (Activision)
Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft)
Tom Clancy's Splinter Cell (Ubi Soft)
Tom Clancy's The Sum of All Fears (Ubi Soft)
XIII (Ubi Soft)
Zone of the Enders: 2nd Runner (Konami)

XBOX

DECEMBER
Brute Force (Microsoft)
Capcom vs. SNK 2 E.O. (Capcom)
Crimson Sea (Koei)
Dead or Alive: Xtreme Beach Volleyball (Tecmo)
FILA World Tour Tennis (Xicat)
Frogger Beyond (Konami)
Haven: Call of the King (Midway)
James Cameron's Dark Angel (Vivendi/Universal)
Motor Trend Lotus Challenge (Xicat)
NBA Inside Drive 2003 (Microsoft)
NCAA College Basketball 2K3 (Sega)
Tom Clancy's Ghost Recon (Ubi Soft)

JANUARY
Aquaman: Battle for Atlantis (TDK)
Armada 2: Star Command (Metro 3D)
Batman: Dark Tomorrow (Kemco)
Battle Engine Aquila (Infogrames)
David Beckham Soccer (Majesco)
Freedom: Liberty Island (EA)
Fuel (Dreamcatcher)
Indiana Jones & the Emperor's Tomb (LucasArts)
Jane's Attack Squadron (Infogrames)
Kung Fu Chaos (Microsoft)
Malice (Vivendi/Universal)
Micro Machines (Infogrames)
Moto-X (Konami)
Outlaw Volleyball (Simon & Schuster)
Panzer Dragoon Orta (Sega)
Rayman 3: Hoodlum Havoc (Ubi Soft)
Risk (Infogrames)
Slam Tennis (Infogrames)
Starsky & Hutch (Empire)
Top Angler 2 (Xicat)
Vexx (Acclaim)

FEBRUARY
Barbarian (Titus)
Crimson Skies: High Road to Revenge (Microsoft)
Dino Crisis 3 (Capcom)
Dronez (Metro 3D)
Dungeons & Dragons: Heroes (Infogrames)
Falcone: Into the Maelstrom (Titus)
Gladius (LucasArts)
Grand Prix 4 (Infogrames)
The Lost (Crave)
Marvel vs. Capcom 2 (Capcom)
Mercedes Benz World Racing (TDK)
Midtown Madness 3 (Microsoft)
Mission Impossible: Operation Surma (Infogrames)
Pro Race Driver (Codemasters)
Robocop (Titus)
Sergeant Cruise (Titus)
Star Wars: Knights of the Old Republic (LucasArts)
State of Emergency (Rockstar)
Top Gun (Titus)
XIII (Ubi Soft)

MARCH
The Chessmaster (Ubi Soft)
Colin McRae Rally 3 (Codemasters)
Fighter X (Microsoft)
Jurassic Park: Genesis (Vivendi/Universal)
Lamborghini (Majesco)
Last Ninja: The Return (Simon & Schuster)
Mace Griffin Bounty Hunter (Crave)
Mafia (Take 2)
NBA Ballers (Midway)
Ninja Gaiden (Tecmo)
Operation Flashpoint (Codemasters)
Return to Castle Wolfenstein (Activision)
Sea Dogs 2 (Bethesda)
Shaun Murray's Pro Wakeboarder (Activision)
Shayde: Monsters vs. Humans (Metro 3D)
Sniper (Xicat)
Top Angler 2 (Xicat)
WWE Raw 2 (THQ)

GAMECUBE

DECEMBER
BattleBots (THQ)
Black & Bruised (Majesco)
Dead to Rights (Namco)
Disney Sports: Football (Konami)
NCAA College Basketball 2K3 (Sega)
SpongeBob Squarepants: Revenge of the Flying Dutchman (THQ)
Tom Clancy's Ghost Recon (Ubi Soft)
Whirl Tour (Crave)

JANUARY
Army Men: Air Combat (3DO)
Disney Sports: Basketball (Konami)
Dr. Muto (Midway)
Haven: Call of the King (Midway)
Resident Evil 2 (Capcom)
Resident Evil 3: Nemesis (Capcom)
Risk (Infogrames)
Top Angler 2 (Xicat)

FEBRUARY
1080 WhiteStorm (Nintendo)
Batman: Dark Tomorrow (Kemco)
Barbarian (Titus)
Barbie: Treasures In Time (Vivendi/Universal)
Conflict: Desert Storm (Take 2)
Dungeons & Dragons: Heroes (Infogrames)
Evolution Snowboarding 3 (Konami)
FireBlade (Midway)
Gladius (LucasArts)
The Legend of Zelda (Nintendo)
Micro Machines (Infogrames)
Mike Tyson Boxing (Codemasters)
Super Bust-a-Move II (Ubi Soft)
Wario World (Nintendo)
Vexx (Acclaim)

MARCH
The Chessmaster (Ubi Soft)
Cubix Robots for Everyone: Showdown (3DO)
Enclave (Conspiracy)
Jane's Attack Squadron (Infogrames)
Mace Griffin Bounty Hunter (Crave)
NBA Ballers (Midway)
Rally Fusion: Race of Champions (Activision)
Rayman 3: Hoodlum Havoc (Ubi Soft)
RTX Red Rock (LucasArts)
Shaun Murray's Pro Wakeboarder (Activision)
Tankers (Titus)
Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft)
Tom Clancy's Splinter Cell (Ubi Soft)
Top Angler 2 (Xicat)
XIII (Ubi Soft)

GAME BOY ADVANCE

DECEMBER
Alien vs. Predator (Ubi Soft)
Ed, Edd & Eddy (Crave)
Hardcore Pinball (Telegames)
Kirby: Nightmare in Dreamland (Nintendo)
The Legend of Zelda (Nintendo)
MLB Slugfest 2003 (Midway)
Moto Racer (Ubi Soft)
Mortal Kombat: Deadly Alliance (Midway)
Street Fighter Alpha 3 (Capcom)
Ultimate Brain Games (Telegames)
Worms Blast (Ubi Soft)

JANUARY
Baldur's Gate: Dark Alliance (Destination Software)
Bratz (Ubi Soft)
Crash Bandicoot 2: Entranced (Vivendi/Universal)
Creatures (SVG)
Medabots: Metabee Gold (SVG)
Medabots: Rokusho Silver (SVG)
Sim City (Destination Software)
Super Puzzle Fighter 2 (Capcom)
Tom Clancy's Ghost Recon (Ubi Soft)
Wizardry: The Summoning (Natsume)

FEBRUARY
Disney Sports Snowboarding (Konami)
Mission Impossible: Operation Surma (Infogrames)
Woody Woodpecker: Crazy Castle 5 (Kemco)
Super Stoo-Pendus World of Dr. Seuss (New Kid Co.)
TOCA Touring (Ubi Soft)
Yu-Gi-Oh!: Deadly Dice Adventure (Konami)

MARCH
Ninja Soldier (Konami)
Rayman 3: Hoodlum Havoc (Ubi Soft)
Samurai Jack: The Amulet of Time (BAM!)
Shaun Murray's Pro Wakeboarder (Activision)

* Publishers, please contact us with updates and/or corrections.

4X4 EVOLUTION
Secret Codes
Enter any of the following codes at the title screen:
Unlock all cheat trucks—**L1**, **L2**, **R1**, **R2**, **L1**, **R1**
Start with $1,000,000—**L2**, □, **R1**, ○, **R1**, **L1**, ○, **L2**, □, **R2**, □, **R1**
Slow-mo mode—**L1**, **L2**, **R1**, **R2**, □, ○
Warp speed mode—**L1**, **L2**, **R1**, **R2**, □, □

AGGRESSIVE INLINE
Secret Cheats
Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.
↑ ↑ ↓ ↓ ← → ← → B A B A—Unlock all levels
↓ → → ↓ ← ↓ ← ↓ → → →—Unlock all characters
← ← → → ← → ↓ ↑ ↑ ↓ A I—Juice meter regenerates
← ← ← ← → → → → ← → ← → ↑—Super spins
↑ ↓ ↑ ↓ ← → ← → A B A B S—Low gravity wall rides
SKELETON—Obtain all keys
BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants
QUEZDONTSLEEP—Perfect manuals

ARCTIC THUNDER
Secret Codes
Enter any of the following codes at the Mode Select screen:
Rooster power-ups—**R1**, **R2**, **L2**, **L1**, □, **START**
Snowball power-ups—□, □, □, **L1**, ○, **START**
Boost power-ups—○, **R1**, **R1**, ○, **R2**, **START**
Grappling Hook power-ups—○, ○, **L2**, ○, ○, **L1**, **START**
Random power-ups—**R1**, **R2**, □, ○, **R1**, **R2**, **START**
Snow Bomb power-ups—○, ○, **R1**, **R2**, **START**
No power-ups—□, □, ○, □, **R2**, □, **START**
Super boost—○, **L1**, □, **R2**, □, **L2**, **START**
Opponent catch-up off—○, □, ○, ○, □, **START**
All invisible—□, ○, □, **R2**, ○, ○, **START**
No drones—□, □, ○, ○, **L1**, **R1**, **START**

ARMORED CORE 2
Limiter Release
At any time during gameplay, hold **R2** + **L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2
Mission Select
At the main menu, select "Continue Game" then select "Password." Next, enter **Up**, ×, ○, **Up**, **Left**, □, ○, × as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: RTS
Secret Codes
Enter the following codes at any time during gameplay. As you enter each code correctly, you'll hear a special sound effect when you release the **R2** button.
Hold **R2** and press △, □, ○, ×, △, ×—2,000 Electricity
Hold **R2** and press △, ○, □, ×, △, □—5,000 Plastic
Hold **R2** and press □, △, □, □, ×, ○—Alternate team colors
Hold **R2** and press □, □, ×, △, ×, □—Super soldiers
Hold **R2** and press △, △, ×, □, △, △—Super enemy soldiers
Hold **R2** and press ○, □, ○, □, △, △—Paratroopers
Hold **R2** and press □, □, □, △, ○, ×—Extra resources for dump trucks

ARMY MEN: SARGE'S HEROES 2
Secret Codes
Enter any of the following codes at the "Input Code" screen under the "Levels" menu:
F R E E P L A Y—Unlock all levels
N O D I E—Invincibility
N O S E E U M—Invisibility
G I M M E—All weapons
S H O R T Y—Tiny player
I M H U G E—Giant player
T H D O T E S T—Debug info

ATV OFFROAD FURY
Secret Codes
At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.
C H A C H I N G—Unlock all ATVs
W H A T E X I T—Unlock all tracks
A L L O U T A I—More aggressive opponents

BALDUR'S GATE: DARK ALLIANCE
Play as Drizzt Do'Urden
At the character select screen, hold **L1** + **R1** + △ and press ×. You won't see or hear any special indication that the code worked until you begin your game.
Level Warp & Invincibility
At any time during gameplay, hold **L1** + **R2** + **Left** + △ and press **START**. After entering the code correctly, a special menu will appear.
Power-Up Your Character
At any time during gameplay, hold **L1** + **R2** + **Left** + △ and press **R3** (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

BLADE II
Main Menu Cheats
Enter any of the following codes at the main menu:
Unlock Missions—Hold **L1** and press **Down**, **Up**, **Left**, **Left**, ○, **Right**, **Down**, □
Unlock Weapons—Hold **L1** and press □, ○, **Down**, **Left**, ○, ○, △
Unlock Daywalker Difficulty—Hold **L1** and press **Left**, ○, **Up**, **Down**, □, ○, ×
In-Game Cheats
At any time during the game, press **START** to pause, then enter any of the following codes at the "Game Paused" menu:
Infinite Health—Hold **L1** and press △, □, △, □, △, ○, △, ○
Rage Always—Hold **L1** and press **Left**, **Down**, **Left**, **Down**, **Right**, **Up**, **Right**, **Up**
Infinite Ammo—Hold **L1** and press **Left**, ○, **Right**, □, **Up**, △, **Down**, ×

BLOOD OMEN 2
Cheat Code
At the main menu, press **L1**, **R1**, **L2**, **R2**, □, ○, △. When you start a new game, you'll begin with the Soul Reaver and Iron Armor.

CART FURY CHAMPIONSHIP RACING
Cheat Codes
Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it:
Unlock All Cars—△, ×, △, □, **L2**, △
Unlock All Tracks—**R1**, △, ×, ×, **R2**, **L1**
Unlock All Movies—**L1**, ○, **R2**, ×, **L2**, △
Death Wall—×, □, **R2**, △, **R1**, **R2**
Death Cars—**L2**, □, **L1**, **R2**, **R2**, ×
Player Death Car—**L1**, □, **R1**, **R2**, **L2**, **L1**
Jump—**L1**, **L2**, **L1**, **R2**, ×, ×
Unlimited Time—□, **L1**, **R2**, ○, △, **R1**
Big Heads—△, □, □, **L2**, **L1**, **R2**
Night Drive—×, ○, △, **L2**, **R2**, **L1**
Low Gravity—**R2**, **R1**, □, □, **L1**, **L1**
Rocket Wheels—**L1**, **R2**, △, □, □, △
Thick Fog—**R2**, **R1**, ×, □, □, ○
Infinite Turbo—×, ×, □, □, **L2**, **L2**
Infinite Continues—**L1**, **L2**, **L1**, □, △, ○

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**
When you lock in your character with the × button, you'll hear a bicycle bell to confirm.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
The following codes can be entered at the main menu:
• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up**, **Right**, **Down**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Left**, **Right**, **Right**, **Down**, □
• Unlock all movies—**Up**, **Left**, **Down**, **Right**, **Left**, **Left**, **Right**, **Left**, **Up**, **Down**, □
• Unlock secret pieces in Park Editor—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Up**, **Down**, **Right**, **Right**, □
• Unlock all Park Editor themes—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Down**, **Right**, **Left**, **Left**, □

DEUS EX: THE CONSPIRACY
Cheat Code
At any time during gameplay, press **SELECT** to enter the Goals/Notes/Images screen. Next, press **L2**, **R2**, **L1**, **R1**, **START**, **START**, **START**. An additional menu item called "Cheats" will immediately appear on this screen.

DOWNFORCE
Secret Codes
Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding game mode.
Left, **Right**, **Right**, □, **Down**, △, △, □—Access Crash Arena for one player
Right, **Left**, **Left**, ○, **Up**, △, △, □—Access Crash Arena for two players
Right, **Right**, ○, **Left**, **L1**, ○, **R1**, ○—Unlock all Trophy stages
Down, ○, **Up**, **Down**, ○, ○, **R1**, **L1**—Unlock all Championship modes

DRAKAN: THE ANCIENT'S GATES
Secret Codes
At any time during gameplay, press and hold **L1**, then **R2**, then **L2**, then **R1**. While continuing to hold all four buttons, enter any of the following codes:
○, □, **Right**, **Left**, ×, △, **Down**, **Up**—Add 10,000 gold to your inventory
□, △, ○, ×, **Right**, **Down**, **Left**, **Up**—Increase your experience level by 1
Up, **Down**, **Left**, **Right**, **Right**, **Left**, **Down**, **Up**—Unlock all spells and increase their level by 1
△, **Down**, ○, **Left**, □, **Right**, ×, **Up**—Full Health and Mana
×, **Down**, △, **Up**, ○, **Right**, □, **Left**—Invincibility

DRIVEN
Secret Codes
Enter any of the following codes at the main menu:
Up, **Down**, **Right**, **Left**, **Up**, **Up**, **Down**—Unlock all drivers in Arcade Mode
Down, **Left**, **Up**, **Right**, **Right**, **Up**, **Down**, **Left**—Unlock all Story Mode chapters
Up, **Up**, **Left**, **Down**, **Left**, **Right**, **Right**, **Up**—Unlock all tracks in Arcade Mode

DYNASTY WARRIORS 2
Secret Codes
Enter any of the following codes at the main menu. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.
Unlock Wu Kingdom characters—□, □, **R2**, **R2**, **R1**, **R1**, □, □
Unlock Shu Kingdom characters—□, □, **R1**, **R1**, □, □, **R2**, **R2**
Unlock all characters—□, **R1**, □, **R2**, □, **R2**, □, **R1**
Select either side in Free Mode—Hold down △ and press **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**, **R2**
Unlock all stages in Free Mode—Hold down □ and press **L1**, **R1**, **R2**, **L2**, **L1**, **R1**, **R2**, **L2**
Unlock BGM Test—**L1**, **L1**, **L1**, **R1**, **R1**, **R1**, **L2**, **R2**
Unlock Opening Edit—**R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **R1**, **L1**
Unlock Wei Kingdom characters—□, □, □, □, **R2**, **R2**, **R1**, **R1**

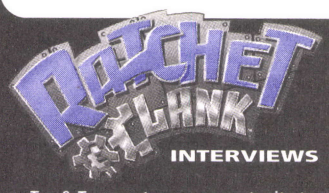
DYNASTY WARRIORS 3
Secret Codes
Enter any of the following codes at the main menu:
R1, **R2**, **L2**, **L1**, □, **L1**, **L2**, **R2**, **R1**, △—Unlock all Free Mode stages
△, **L1**, △, **R1**, △, □, **L2**, □, **R2**, □—Unlock all movies in Movie Gallery
R1, □, **R1**, △, **R1**, **L1**, □, **L1**, △, **L1**—Unlock "Opening" item in Options
L1, **L1**, **R1**, **R1**, **L2**, **L2**, **R2**, **R2**, □, △—Unlock all Sound Test BGMs
L1, □, △, **R2**, **L1**, **L2**, **L2**, **R1**, □, **L1**—Unlock all Shu characters
△, △, **L1**, □, **R1**, **R2**, **L1**, **L2**, **L2**, **L2**—Unlock all Wu characters
L2, **L1**, □, △, **L1**, **L2**, **R1**, **R2**, **L1**, **L2**—Unlock all Wei characters
R2, **R2**, **R2**, **L1**, △, **L2**, **L2**, **L2**, **R1**, □—Unlock all characters

ENDGAME
Unlock Everything
At the title screen, press **START**. When the main menu appears, press × 13 times, □, × five times, □, × two times, □, × nine times, □, × seven times, □, × three times, □, × eight times, □, × five times, □, ×, □, × 20 times. After entering the code correctly, the main menu items will disappear and re-appear.

ESPN X GAMES SKATEBOARDING
Unlock All Stages
At the title screen, press **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **L1**, **R1**. You'll hear a special sound effect after entering it correctly.

EXTREME G III
Secret Cheats
At the "Game Modes" screen, enter any of the following codes:
Win next race—**L1** + **R1** + **L2** + **R2**, **L2** + **R2**, **R1** + **R2**, **L1** + **R1** + **L2** + **R2**
Infinite ammo—**L2**, **R2**, **L1**, **R1**, **L2** + **R2**, **L1** + **R1**
Infinite shield—**L1** + **R1**, **L2** + **R2**, **L1** + **L2**, **R1** + **R2**
Unlock all tracks—**L1**, **L1**, **L2**, **L2**, **R2**, **R2**, **R1**, **R1**, **L1** + **R1** + **L2** + **R2**
Start with 500,000 credits—**L1**, **L1**, **L1**, **L1**, **L1**, **L2**, **L2**, **L2**, **L2**, **R1**, **R1**, **R1**, **R1**, **R2**, **R2**, **R2**, **R2**, **R2**, **L1** + **R1** + **L2** + **R2**
Double prize money—**L1**, **L2**, **R2**, **R1**, **R1**, **R2**, **L2**, **L1**

FREQUENCY
Secret Codes
At the title screen, press **Down**, **Right**, **Up**, **Left**, **Left**, **Up**, **Right**, **Down**. You'll hear a special sound effect upon entering the code correctly. Next, enter any of the following codes during gameplay:



INTERVIEWS

Interview with David Bergeaud, composer for *Ratchet & Clank*

***TIPS & TRICKS:** Besides* Ratchet & Clank *and* Disruptor *(Insomniac's first game), what other video-game soundtracks have you worked on?*
David Bergeaud: I did a game that was called *Freakin' Fast* at first, then it became *Running Wild*.
Ted Price: It came out the same time as *Spyro 3*, in the middle of 2000.
***T&T:** What kind of hardware and software did you use for this project?*
DB: Primarily I used a dual processor G4, then I use sequencing software called Logic Audio by Emagic...and on outboard I have a Euphonics mixer, which is what I mix everything through, and then a battery of samplers. I use a lot of the built-in plug-ins or virtual synths inside Logic, but I still have old analog stuff and synths like the Nord and the Virus. As far as all the orchestra sounds, they all come from a GigaSampler, which is a big, giant sampler that has thousands of samples.
***T&T:** Were you under any special constraints technically or otherwise for this project?*
TP: Just time, really. Time is always a

TIPS & TRICKS got a rare opportunity to chat with David Bergeaud, who composed all of the music for *Ratchet & Clank*. Ted Price, the president of *R&C* developer Insomniac Games was also present. A one-on-one conversation with Ted follows the first interview.
—Ara Shirinian



Left, Right, Right, Left, Up—Automatically capture an Autocatcher
Right, Left, Left, Right, Up—Automatically capture a Multiplier
Down, Up, Down, Up, Right, Left, Left, Right—Remove track graphics
Down, Up, Up, Down, Down, Up, Up, Down—Blurry graphics

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.
I N V U L N—Invulnerability
0 0 0 0 0 0—Invisibility
S S H O T S—Super shots
M E N A G E—3-Way shots
R E F L E X—Reflecting shots
P E E K I N—X-ray vision
P U R P L E—Full Turbo
D E L T A 1—Giant player, tiny enemies
A L L F U L—Start with 9 Potions, 9 Keys
1 0 0 0 0 K—Start with 10,000 Gold
E G G 9 1 1—Play as Pojo the chicken

GIANTS: CITIZEN KABUTO

Secret Codes

Enter any of the following codes at the "Player ID" screen that appears whenever you start a new game:
A L P U N—Unlock the Cheats menu from within the "Extras" menu
X T R A S E E—During gameplay, △ will toggle between a front and rear view
A N G R Y—During gameplay, graphics are colored red and black
S N I P E M E—During gameplay, graphics are colored green and yellow
U D D O I T 2—During gameplay, graphics are colored blue and yellow
D O R O T H Y—During gameplay, graphics are rainbow colored

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press **START** to pause, then enter any of the following codes. Each one will take effect immediately after pressing **START** again to unpause. These codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.
All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right**, ×, ○
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right**, □, △

GRAND THEFT AUTO III

Secret Codes

Enter any of the following codes during gameplay:
100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**
100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**
All weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**
$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**
Lower "Wanted" level—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**
Raise "Wanted" level—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**
All cars explode—**L2, R2, L1, R1, L2, R2**, △, □, ○, △, **L2, L1**
Invisible cars—**L1, L1**, □, **R2**, △, **L1**, △
Better steering—**R1, L1, R2, L1, Left, R1, R1**, △
Note: With the "better steering" code in place, you can make your vehicle jump by pressing **L3** (push the left analog joystick).
Tank—○, ○, ○, ○, ○, ○, **R1, L2, L1**, △, ○, △
Fog—**L1, L2, R1, R2, R2, R1, L2**, ×
Rain—**L1, L2, R1, R2, R2, R1, L2**, ○
Cloudy sky—**L1, L2, R1, R2, R2, R1, L2**, □
Clear sky—**L1, L2, R1, R2, R2, R1, L2**, △
Speed up clock—○, ○, ○, □, □, □, □, □, **L1**, △, ○, △
Alternate costume—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right**
Pedestrians riot—**Down, Up, Left, Up**, ×, **R1, R2, L2, L1**
Pedestrians riot more—**R2, R1**, △, ×, **L2, L1, Up, Down**
Speed up game—△, **Up, Right, Down**, □, **L1, L2**
Slow down game—△, **Up, Right, Down**, □, **R1, R2**
Note: The "speed up game" and "slow down game" codes can be entered repeatedly to increase their effects.

GRAVITY GAMES BIKE: STREET • VERT • DIRT

Unlock Everything

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "L O T A C R A P" to unlock all characters, levels, bikes and videos.

GUILTY GEAR X

Unlock Dizzy & Testament

At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003

Secret "Game Edit" Menu

At any time during gameplay, press **START** to pause the game, then press □, □, ○, ○, **L1, R1**. You'll hear a special sound effect. With this code in place, you can call up a cheat menu at any time by pressing **L1 + L2 + R1 + R2** at the "paused" menu. Here you can adjust the score, the inning and the number of balls, strikes or outs.

JEREMY MCGRATH SUPERCROSS WORLD

Secret Codes

Enter the following codes at the main menu:
R2, L1, □, ○, ○, ○—Low gravity
Up, Up, Up, Up, R1, □, ○—Infinite turbo

JONNY MOSELEY MAD TRIX

Unlock All Characters, Costumes, Skis and Courses

At the title screen, hold **L2 + L3 + R1 + Down** + □ and press ○. (**L3** is activated by pushing the left analog stick into the controller.) You won't get any special confirmation after entering it correctly, so you'll have to enter the character-select screen in order to verify the results.

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:
M E C C A—Unlock Ashy Knucks
M R B A R R Y—Unlock Barry Sanders
J G I A M B I—Unlock Jason Giambi
J R S E A U—Unlock Junior Seau
O W N O L A N—Unlock Owen Nolan
S T E V E F—Unlock Steve Francis
Z I T O—Unlock Chuck Zito
J B O T T I—Unlock John Botti
D E M A R T—Unlock David De Martini
B A I L E Y—Unlock Joe Mesi
A U S T I N—Unlock Ray Austin
H A T C H E R—Unlock Charles Hatcher
B O S T I C E—Unlock David Bostice
O S U N A—Unlock Bernando Osuna
N E L S O N—Unlock Trevor Nelson

LE MANS 24 HOURS

Secret Codes

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name. You'll hear a special sound effect after entering a correct code.
N U M B A T—Unlock all Championships
S P E E D Y—Unlock all tracks
A C O—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right**, △, △, □. A special message will appear after entering the code correctly.

LEGO RACERS 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. These codes must be entered rapidly or they may not be recognized.
Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**
Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

THE MARK OF KRI

Cheat Codes

Enter any of the following codes at the title screen when the words "PRESS START BUTTON" appear. Once you've activated a cheat, you must visit the Sage and select "Cheats" to turn it on.
×, ○, ○, ○, ×, □, □, □, ×, ○, □, ×—Unlock "Arena enemies AI off" cheat
×, ○, □, □, ×, □, ○, ○, ×, ○, ○, ×—Unlock "Tougher Enemies" cheat
×, ○, □, □, ×, □, ○, ○, ×, □, □, ×—Unlock "Unlimited Arrows" cheat
×, ○, ○, □, ×, □, □, ○—Unlock "Wimpy Enemies" cheat
×, ×, ×, ×, □, □, □, □, ○, ○, ○, ○—Unlock "Full Health Power" cheat
□, ○, ×, □, ○, □, ×, ○, ×, □, ○, ×—Unlock "Invincible Rau" cheat

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes:
Down, Up, ○, **Down, Up**, ○, **Down, Up**, ○—Perfect balance
Down, ×, ×, ×, **R1, R1, R1**—Adrenaline meter always full
Down, △, △, ×, ×, **R1, R1**—All riders have fiery hands and feet
Down, Up, Left, Down, Right, Down, Left, Up—Invisible bikes
△, **Up, Down, Up, Down**, □—Unlock Day Smith
△, **Down, Left, Left, Down**, □—Unlock Vanessa
△, **Right, Up, Right, Up**, □—Unlock Bigfoot
△, **Left, Right, Left, Right, Left**—Unlock Mime
△, **Up, Up**, ×, **Up, Up**, ×—Unlock Volcano
○, **L1, L1, Up, Up**—Unlock "vegas" rags (rider options)
○, △, **Left, Right, Left**, ○—Unlock "gear" rags (rider options)
L1, L1, Down, R1, ×, **L1**—Unlock Tiki Battle mode
□, **Right, Right**, △, **Down**, □—Unlock all levels in all modes except Road Trip
□, **Up**, △, **Up**, △, □—Unlock Chicago in Road Trip mode
□, **R1, Left, L1, Right**, □—Unlock Las Vegas in Road Trip mode
□, **Down, Right, Up, Left**, □—Unlock New Orleans in Road Trip mode
□, **Up, Down, Down, Up**, □—Unlock Boston in Road Trip mode
□, **Left**, △, △, **Left**, □—Unlock Los Angeles in Road Trip mode
□, ×, ×, △, △, □—Unlock Portland in Road Trip mode
R1, Left, ○, **Left**, ○, **Left, R1**—Unlock all Mat Hoffman videos
R1, Up, ×, △, **Down, R1**—Unlock all Joe Kowalski videos
R1, L1, Right, R1, Left, R1—Unlock all Rick Thorne videos
R1, ○, ×, ×, ○, ×, ×, **R1**—Unlock all Mike Escamilla videos
R1, L1, L1, R1, L1, L1, R1—Unlock all Simon Tabron videos
R1, ×, △, **Down, Up, R1**—Unlock all Kevin Robinson videos
R1, □, ○, ○, □, □, □, **R1**—Unlock all Cory Nastazio videos
R1, Left, Right, Left, Right, Left, Right, R1—Unlock all Ruben Alcantara videos
R1, Up, Up, ○, ○, ○, **R1**—Unlock all Seth Kimbrough videos
R1, Down, △, ○, **Down**, △, ○, **R1**—Unlock all Nate Wessel videos
R1, Up, Down, Left, ×, ×, ×, **R1**—Unlock "Big Ramp" video
R1, ○, **Left, Left**, □, **Right, Right, R1**—Unlock "Day Flatland" video
L1, Left, Left, Right, Right, Right, ×, ×—Unlock all music tracks
Down, △, ○, ×, □—No on-screen displays

MAX PAYNE

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. You won't hear or see any special confirmation, but the effects of each code will take place immediately. You may have to re-enter some of the codes after moving between areas for them to remain effective.
L1, L1, L2, L2, R1, R1, R2, R2—Invincibility
L1, L2, R1, R2, △, ×, ×, △—Infinite Bullet Time
L1, L2, R1, R2, △, ○, ×, □—All weapons & max. ammo
L1, L2, R1, R2, △, □, ×, ○—Enemies die in slow-motion
Level Select
First, play the game normally until you reach Chapter 2: One Way Or the Other. Now, press **START** to pause the game, then press **SELECT** to return to the main menu. Next, press **Up, Down, Left, Right, Up, Left, Down**, ○, then select "Load Level." If you don't have a memory card, just select "Continue" when the prompt appears. If you entered the code correctly, you'll find that all the levels in the game will be unlocked.

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press ○, ×, ○, ×. When you press **START** again to return to the game, the camera will change position.

MEDAL OF HONOR: FRONTLINE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheats. The game will automatically unpause when you enter a cheat correctly:
□, **L1**, ○, **R1**, △, **L2, SELECT, R2**—Invincibility
○, **L2**, □, **L1, SELECT, R2**, △, **SELECT**—Unlimited ammo and no reloading
Passwords
Enter any of the following codes at the Password screen from within the Options menu.
M O N K E Y—Earn a gold star for the current level (note: this code allows you to skip to the next level, but you will start with no ammo)
T I M E W A R P—Earn a gold star for the level previous to the current level
D A W O I K S—Unlock all "Bonus" cheats, levels, medals and films in Gallery
F R E S H D E M O—Unlock "Our Trip to Holland" demo movie (wait at the main menu for about 30 seconds to see it)

constraint.

DB: We had an interesting challenge in what we wanted to create with it. Initially, I think we wanted to have a fast pace to keep the momentum going...but we also felt that since people were going to spend a considerable amount of time within levels, we wanted variety as much as possible. The other constraint was to do something besides what I would have normally done, which was to write and develop a theme that would appear several times in the game. In that case, if someone was going to play the game for a few hours, the music would become repetitive. The challenge was to always be fresh, so between and within levels, the music has new sounds. For every single piece of music, I think there is only one theme we repeated, which is the very first level.

T&T: What are some of your previous works that you're most satisfied with?

DB: I just finished a movie called *The Badge* that I'm really proud of. It's directed by Robby Henson, starring Billy Bob Thornton and Patricia Arquette. It's like old dobro—blues-oriented—blended with Persian vocals. So there's southern elements of music, there's some Arabic elements. Also, there was a project I worked on called *Secret Agent Man*, which is beat-driven spy music.

TP: That's still one of my favorite CDs.

DB: Oh, you have it?

TP: Yeah, it's great!

DB: That's actually kind of how I got started into the beat stuff. Before that, I was more into orchestra music...

TP: When we first talked, that was one of the first things that started to make me think that this is something we probably should do.



MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears:

Right, ×, **R1**, △, **Up**, **L2**, ×, **Left**, **L1**, ○, ×, **R2**—Invincibility

R1, △, **Down**, **Down**, ×, **L2**, **Left**, □, **Right**, △, **R2**, **L1**—Unlock all Boss Mode stages

□, **Up**, **L2**, **Left**, △, ×, **R2**, ○, **Right**, **R1**, □, ○—Unlock all CST stages

Up, **Down**, ×, □, **R1**, △, △, **Left**, ○, **L1**, **L1**, **Right**—Start with all weapons

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

Start the game with a memory card containing a save file from *Smuggler's Run*. At the "Vehicle Select" screen, the Baja Buggy will appear to the left of the Taxi Cabs.

MISTER MOSQUITO

Kaneyo Mosquito

At the main menu, hold **L1** and quickly press **Up**, **Right**, **Left**, **Down**, □, □, **R1**, **R1**, **R1**. If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen.

Kenichi Mosquito

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold **L2** and quickly press **Up**, **Right**, **Left**, **Down**, □, □, **R2**, **R2**, **R2**. If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen.

Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

MLB SLUGFEST 2003

Secret Codes

At the "versus" screen before the game starts, enter the following codes by pressing □, △ and ○ followed by a direction on the D-pad. For example to enter the "Rocket Park" code (3-2-1-Up), press □ three times, △ two times and ○ once, then press **Up** on the D-pad. A message will appear to confirm each code.

4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
3-4-3-Up—No Fatigue
1-1-1-Down—Tournament Mode
1-2-3-Up—Extra Time After Plays
2-4-2-Up—Rubber Ball
2-4-2-Down—16" Softball
0-0-4-Left—Mace Bat
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
2-0-0-Left—Tiny Head
2-0-0-Right—Big Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MX RIDER

Unlock All Tracks

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

MX SUPERFLY

Unlock All Courses, Riders & Mini-Games

At the main menu, press △, hold **L1** and press **Left**, then press □, △, hold **L1** and press **Right**, hold **R1** and press **Down**, hold **R1** and press **Right**, then finally press **SELECT**. The controller will rumble immediately after entering the code correctly.

NASCAR HEAT 2002

"Hardcore" Realism

At the main menu, press **Up**, **Down**, **Left**, **Right**, **R1**, **Up**, **Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode; a new option called "Hardcore" will be available under the "Realism" category.

Hornball Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up**, **Down**, **Left**, **Right**, **R1**, **Down**, **Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot tires from the front of your car by pressing **Up** during the race.

NASCAR THUNDER 2002

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.

Dave Alpern	Buster Auton
Scott Brewer	Audrey Clark
Rick Edwards	Michelle Emser
Katrina Goode	Diane Grubb
Jim Hannigan	Troi Hayes
Crissy Hillsworth	Traci Hultzapple
Rick Humphrey	Kristi Jones
Joey Joulwan	Cheryl King
Mandy Misiak	Josh Neelon
Dave Nichols	Kitt Paint
Benny Parsons	Ken Patterson
Dick Paysor	Tom Renedo
Sasha Soares	Chuck Spicer
Daryl Wolfe	

NBA STREET

Cheat Codes

At the "Enter Cheats" screen just before the game starts, enter the following codes using the □, △, ○ and × buttons in that order followed by any direction on the D-pad. For example, to enter the "Big Heads" code (4-1-2-1), press □ four times, △ once, ○ twice and × once, then press any direction on the D-pad. A message will appear to confirm the code.

Authentic Uniforms—0-0-1-1
Casual Uniforms—1-1-0-0
ABA Socks—4-4-4-4
Springtime Joe "The Show"—1-1-0-1
Summertime Joe "The Show"—1-0-0-1
Athletic Joe "The Show"—1-2-0-1
Big Heads—4-1-2-1
Tiny Heads—4-2-0-2
Tiny Players—4-0-4-0
ABA Ball—0-1-1-0
WNBA Ball—0-1-2-0
Beach Ball—0-1-1-2
Soccer Ball—0-2-1-0
Volleyball—0-1-1-4
Medicine Ball—0-1-1-3
EA BIG Ball—0-1-4-0
NUFX Ball—0-1-3-0
No Auto Replays—1-2-1-1
No Shot Clock—4-4-0-3
More Gamebreakers—1-4-3-2
Less Gamebreakers—1-3-4-2
No Gamebreakers—1-4-4-2
Mega Dunking—3-0-1-0
No Dunks—3-0-1-2
Unlimited Turbo—2-0-3-0
No Juice—1-4-4-3
Super Swats—3-3-1-0
Less Blocks—3-1-2-3
Ultimate Power—3-1-1-0
Sticky Fingers—3-4-1-0
Less Steals—3-1-4-0
Mad Handles—3-2-1-0
No Alley-Oops—3-4-1-2
No 2-pointers—3-3-0-3
Captain Quicks—3-0-2-1
Harder Distance Shots—2-2-3-0
Player Names—0-1-2-3
No Player Indicators—4-0-0-4
No Shot Indicator—4-3-2-4
No HUD Display—1-4-1-2
Explosive Rims—1-2-4-0
No Cheats—1-1-1-1

NEED FOR SPEED: HOT PURSUIT 2

Unlock Cars

Enter any of the following codes at the main menu. You'll see a special message appear in the lower left corner of the screen upon entering each code correctly.

Right, **Left**, **Right**, **Left**, **R2**, □, **R2**, □—Unlock Ford TS50

L1, **L2**, **L1**, **L2**, **R1**, △, **R1**, △—Unlock HSV Coupe GTS

△, **R2**, △, **R2**, **Left**, □, **Left**, □—Unlock Lotus Elise

□, **Right**, □, **Right**, **R2**, △, **R2**, △—Unlock BMW Z8

Left, □, **Left**, □, **R2**, **R1**, **R2**, **R1**—Unlock Pursuit Mustang Cobra R

Left, **R2**, **Left**, **R2**, **L1**, **R1**, **L1**, **R1**—Unlock Chevrolet Corvette Z06

R2, **Right**, **R2**, **Right**, △, **Left**, △, **Left**—Unlock Aston Martin V12 Vanquish

Left, **Right**, **Left**, **Right**, **R1**, **R2**, **R1**, **R2**—Unlock Porsche Carrera GT

Right, **R2**, **Right**, **R2**, **R1**, **L1**, **R1**, **L1**—Unlock Lamborghini Diablo 6.0 VT

R2, □, **R2**, □, △, **L2**, △, **L2**—Unlock Ferrari 360 Spider

L1, △, **L1**, △, **Right**, **L2**, **Right**, **L2**—Unlock Ferrari F50

L1, □, **L1**, □, **Right**, **R1**, **Right**, **R1**—Unlock Ferrari 550 Barchetta

△, **L1**, △, **L1**, **R1**, **Left**, **R1**, **Left**—Unlock McLaren F1

□, **L1**, □, **L1**, △, **Right**, △, **Right**—Unlock McLaren F1 LM

R2, **R1**, **R2**, **R1**, **Left**, △, **Left**, △—Unlock Mercedes CLK-GTR

NFL BLITZ 2003

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the **L2**, **R2** and × buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (1-4-5-Left), press **L2** once, **R2** three times and × five times, then press **Left** on the D-pad. A message will appear to confirm each code.

2-1-2-Right—More time to enter codes
3-1-4-Right—Unlock all stadiums
0-0-3-Up—Auto icon passing on
0-0-3-Down—Auto icon passing off
4-1-5-Up—Infinite turbo
4-2-1-Up—Power-up defense
4-1-2-Up—Power-up offense
5-2-1-Up—Power-up linemen
0-3-2-Left—Fast running speed
2-4-0-Left—Fast passes
0-5-4-Up—Super blitzing
1-2-3-Left—Super field goals
3-1-4-Down—Smart CPU teammates
3-3-3-Down—Extra plays for offense
0-0-1-Right—Extra time after plays
3-2-5-Up—Noftle
2-0-0-Right—Big head
2-0-3-Right—Team big heads
1-4-5-Left—Huge head
0-2-5-Left—Big Feetz
0-2-5-Up—Chimp mode
0-2-5-Right—Power Loader (big shoulders)
2-5-3-Right—Team: Midway
2-5-4-Up—Team: Rollos
3-4-4-Down—Team: NeoTokyo
1-3-5-Left—Team: Cowboys
4-0-3-Right—Team: Crunch Mode
4-3-2-Down—Team: Brew Dawgs
5-4-3-Right—Team: Armageddon
5-0-1-Up—Team: Gsmers
3-1-0-Up—Team: Bilders
2-3-2-Down—Ground fog on
1-2-3-Right—Weather: Clear
5-5-5-Right—Weather: Rain
5-5-5-Left—Weather: Snow
0-3-3-Right—Central Park stadium
0-3-4-Down—Arctic Station stadium
0-3-5-Up—Training Grounds stadium
0-3-0-Left—Classic ball
0-3-0-Down—Chrome ball
2-1-1-Left—Allow stepping out of bounds
3-4-5-Up—Butter Fingaz
3-5-1-Right—Showtime (unlock all movies)
0-1-2-Down—No CPU assistance (teams must agree)
0-2-1-Right—See more field (teams must agree)
1-1-1-Down—Tournament Mode (in two-player game)
2-2-2-Left—Always QB (two humans per team)
2-2-2-Right—Always receiver (two humans per team)
3-2-1-Down—No highlight target on receiver
3-4-0-Right—Hide audible names
3-5-5-Up—No interceptions
5-2-3-Down—No random fumbles (teams must agree)
1-4-1-Up—No punting
2-1-0-Up—No first downs
5-5-4-Right—No replays

Secret Characters

From the main menu, select "Exhibition." When you reach the prompt that asks if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as a secret character.

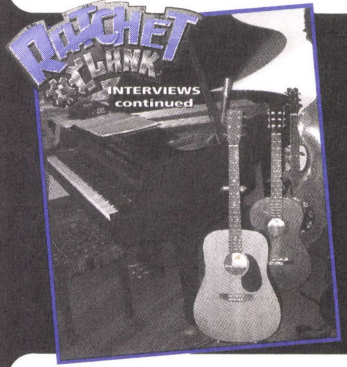
ZEMAN—1986	DEER—1997
COWBOY—1996	ROBOTS—1970
ROBOTR—1974	CLOWN—1974
DOLPHIN—1972	RBL-DBN—9669
VIKING—1977	BEAR—1985
EAGLE—1981	HORSE—1999
LION—1963	PINTO—1966
PIRATE—2001	RAM—2000
TIGER—1977	MADISON—1220
NINJA—2002	KNIGHT—1328
HOTDOG—1513	APE—1234
ZOMBIE—1965	BISON—1111
PENGUIN—2002	PATRIOT—2002

NHL HITZ 20-02

Secret Cheats

At the versus screen before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing □, △ and ○ followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and ○ once, then press **Left** on the D-pad. A message will confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down



DB: The combination of the two.
TP: Yeah.
T&T: It's really interesting to hear a fast rhythm and then a slow orchestra on top of it; they seem to balance each other in a way.
DB: There's a grandeur in orchestra music from the legacy of 100 years of cinema, whether it be with *Star Wars* or Errol Flynn movies; there's something that we feel there that I think is very radical from other styles. Then the urban stuff is something that we are all dealing with. It's a different set of buttons to push, so I like the combinations of the two.

T&T: Who are some of your favorite musicians?
DB: Alive or dead?
T&T: Of all time.
DB: Of all time in the classical world, Bartok. I love Bartok. He is one of my favorites. Contemporary orchestral music...there is a composer called Henri Dutilleux, he is a French composer. And Luciano Berio, an Italian composer. From the cool scene, Miles Davis of course. I love all kinds of rock; I'm a big Led Zeppelin fan, I love Pink Floyd. These days I love Radiohead, Bjork, Massive Attack.
TP: How about Britney Spears? (everyone laughs)
DB: No, I can actually respect what they do. It's not necessarily what I relate to as a musician, but they do it really well. You know, even when it's Barbara Streisand or Britney Spears, if it's put together well and if it comes from the heart, that's all that matters. I can actually recognize that it has a place if kids relate to it and they find something that they need.
T&T: Tell me a little bit about your musical background.
DB: Oh, schizophrenic. My father was a choreographer and my mother was a singer, so I guess I was born in a

No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
No fake shots—4-2-4-Down
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

ONI

Cheat Codes

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the following codes, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—**L2**, **L1**, **L2**, □, ○, □, **R3**, **L3**, **R3**, ○
Infinite current ammunition—**L2**, **L1**, **L2**, □, ○, □, **L2**, **L2**, **L1**, **L3**
Skip current stage—**L2**, **L1**, **L2**, □, ○, □, **L3**, **R3**, **L2**, **L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2**, **L1**, **L2**, □, ○, □, ○, ○, ○, **R3**
Phase cloak—**L2**, **L1**, **L2**, □, ○, □, **L1**, **R3**, **L2**, **L3**
Knock enemies down with one punch or kick—**L2**, **L1**, **L2**, □, ○, □, **R3**, **L3**, ○, □
Kill enemies with one punch or kick—**L2**, **L1**, **L2**, □, ○, □, **L3**, **R3**, ○, □
Big head—**L2**, **L1**, **L2**, □, ○, □, **START**, □, ○, **START**
Tiny body—**L2**, **L1**, **L2**, □, ○, □, **L3**, **R3**, □, ○
Giant body—**L2**, **L1**, **L2**, □, ○, □, **R3**, □, ○, **L3**
Transform into a different character—**L2**, **L1**, **L2**, □, ○, □, **L2**, **L2**, **L2**, **L2** (continue to press **L2** repeatedly to change into many different characters)

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

Enter the following codes at any time during gameplay:

Hold **R1** + **R2**, press **SELECT**, △, **L1**, ×, **R3**, **L2**, □, **R3**, ○, **L3**—Invincible while controlling the Wind Dancer
Hold **R1** + **R2**, press **SELECT**, **L1**, **R3**, □, **L3**, ○, **L2**, △, ×, **L3**—Infinite Wind Boost while controlling the Wind Dancer
Hold **R1** + **R2**, press **L2**, △, **R3**, **L3**, ×, □, **R3**, **SELECT**, **L1**, ○—Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)
Hold **R1** + **R2**, press ×, ○, **L3**, △, **R3**, **SELECT**, **R3**, **L1**, **L2**, □—Invincible while controlling Katarina
Hold **R1** + **R2**, press ○, **SELECT**, ×, □, **R3**, **L1**, **L3**, **L2**, △, **L3**—Obtain all Chest Keys
Hold **R1** + **R2**, press **R3**, **SELECT**, **L2**, **L3**, □, ×, **L1**, ○, **L3**, △—Obtain the next Sword power-up
Hold **R1** + **R2**, press △, **R3**, **L1**, □, ×, **R3**, **SELECT**, **L3**, ○, **L2**—Obtain 1,000,000 Gold Doubloons
Hold **R1** + **R2**, press △, **L1**, **SELECT**, **L2**, **R3**, **L3**, □, ×, **R3**, ○—Infinite supply of items upon pickup
Hold **R1** + **R2**, press ○, ×, □, △, **L1**, **SELECT**, **L3**, **L2**, **L3**, **R3**—Buried treasure chests will be marked on the map as green Xs
Hold **R1** + **R2**, press **R3**, ×, △, **L3**, ○, **L1**, **SELECT**, **L3**, □, **L2**—All other treasure chests will be marked on the map

Different Costumes for Katarina

First, you should have two controllers and two people in order to easily input this code, although it is possible to do it without a friend to help you out. At the main menu, hold down **L1** + **L2** + **Up** + **SELECT** + **L3** on Controller 1. At the same time, hold down **R1** + **R2** + △ + **START** + **R3** on controller 2. As soon as all ten buttons are held down simultaneously, the music at the title screen will change and a number will appear in the lower left corner of the screen. Press **R3** on controller 1 to cycle through 12 different sets of numbers. When you continue or start a new game, your character will look different depending on which number you selected.

PORTAL RUNNER

Restore All Health

At any time during gameplay, press **START** to pause, then hold **L2** and press ○, ○, ○, □, □, **R2**, **R1**, **Up**, ○, □.

Level Skip

At any time during gameplay, press **START** to pause. Next, hold **L1** and press ○, **Left**, ○ **Right**, ○, □, **Left**, **Left**, **Right**, **R2**. After entering this code correctly, you'll immediately advance to the next level.

Unlock All Movies and Extras

At the main menu, hold **L1** and press **Left**, **Right**, **Left**, **Down**, **Up**, **Down**, **R1**, ○, **R2**, □. Now the Movies and Extras items will be accessible at the Options menu.

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press × to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the **Up** position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1** + **R1** + **R2** + **SELECT** and press ×, ○, □, △, ×, ○, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1** + **R1** and quickly press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1** + **R1** and quickly press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1**, **R1**, **R2**, □, ○
Unlock all vehicles—**L1**, **L2**, **R1**, **R2**, ○, □
Unlock next Championship—**L1**, **R1**, **R2**, **L2**

REDCARD 20-03

Unlock All Teams, Stadiums and Finals Mode

In order to use this code, you must have a memory card with over 100 KB free. At the main menu, select "Load/Save." Next, select "Create/Load Profile." Now create a new profile with the name "B I G T A N K". You must load and play using this profile in order for the effects to be active.

ROMANCE OF THE THREE KINGDOMS VII

Secret Characters

Choose "New Officer" from the main menu, then create a new officer with one of the following names to unlock a secret character. The secret characters don't have special faces, but almost all of them have better abilities and skills. You'll hear a fanfare if you've entered a name correctly, after which the character's Type, Ability, Skills and Gender cannot be modified. Note that you must enter the first name of each character in the "last name" box on the left, and vice versa. Only the first letter of each first name and each last name should be capitalized:

Mark Antony	Benedict Arnold
Daniel Boone	Sitting Bull
Augustus Caesar	Julius Caesar
Jeanne Darc	Charles Darwin
Lady Diana	Wyatt Earp
Albert Einstein	Ben Franklin
Mahatma Gandhi	Ulysses Grant
Robin Hood	Crazy Horse
Harry Houdini	Norma Jean
Genghis Khan	Robert Lee
Abe Lincoln	Gitaroo Man
Thomas Paine	Betsy Ross
Nikola Tesla	Sun Tzu
Dynasty Warrior	U 1

Mother Theresa (note: put a space after "Mother")
George Patton (note: put a space after "George")

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press ×. Next, enter any of the following passwords:

1 A R E X T 1 A R—Unlock Vortex (Rookie)
N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)
C D A A P T N I A—Unlock Interceptor (Rookie)
A B O G O B O G A—Unlock Road Trip (Rookie)
T H T O R H R O T—Unlock Thor (Rookie)
K C E R O C T E K—Unlock Redneck Rocket (Rookie)
V T Y A N I Y T T—Unlock Van Itty (Rookie)
B S U I G A S U M—Unlock Gamecus (Rookie)
O P S R T I S U C—Unlock Sporticus (Rookie)
U B T C K S T O H—Unlock Buckshot (Rookie)
A M H B R A A M H—Unlock Stinger (Rookie)
H G I R O L R E L—Unlock High Roller (Rookie)
P T O A T R T O I—Unlock Revolution (Rookie)
T L A C O B T L A—Unlock Cobalt (Rookie)
Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

SAVAGE SKIES

Invincibility

At any time during the game, press **START** to pause, then press **Left**, **Left**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, ×, **Up**, ×. You won't get any special confirmation, but when you unpause the game you'll be invincible.

Instantly Obtain Crystal Shard

At any time during the game, press **START** to pause, then press press **Left**, **Left**, **Right**, **Right**, **Left**, **Up**, **Right**, **Down**, **Left**, ×, ×. When you unpause, a voice will say, "You found a shard."

Unlock All 2-Player Levels & Modes

At the main menu, press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, ×. You won't get any special confirmation upon correct entry of this code.

Unlock All Creatures

At the main menu, press **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **Right**, ×. You won't get any special confirmation upon correct entry of this code.

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes

At any time during gameplay, press **START** to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly.

Hold **L1** + **L2** + **R1** + **R2** and press ○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○—All power-ups
Hold **L1** + **L2** + **R1** + **R2** and press □, ○, ○, □, ○, □—Unlock alternate credits sequence

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code.

All new characters—□, ○, **Up**, **Up**, **Up**, **Up**
Unlock Jungle stadium—**Up**, **Down**, **Left**, **Right**, ○, □
Unlock Oasis stadium—**Up**, **Up**, **Down**, **Down**, ○, ○
Unlock Pacific Atoll stadium—**Up**, **Up**, **Left**, **Left**, □, □
Unlock Alpen Castle stadium—**Up**, **Up**, **Up**, **Down**, ○, ○
Unlock Riviera Ruins stadium—**Up**, **Down**, **Down**, **Right**, □, ○
Unlock Reactor Core stadium—**Up**, **Left**, **Left**, **Right**, ○, □
Unlock all stadiums—**Up**, **Up**, **Up**, **Up**, ○, ○
Big hits—**L1**, **R1**, **Up**, **Up**, ○, □
Max. Power—**L1**, **R1**, **Left**, **Right**, □, □
Infinite Turbo—**L1**, **R1**, **Right**, **Up**, ○, ○
Infinite Spotlights—**L1**, **R1**, **Down**, **Right**, □, ○
Eyeball ball—**R1**, **Right**, **Down**, **Up**, ○, ○
Black Box ball—**R1**, **Left**, **Left**, **Down**, ○, ○
Earth ball—**R1**, **Right**, **Right**, **Left**, ○, ○
Rusty can ball—**R1**, **Left**, **Up**, **Up**, □, □
Magic 8-ball—**R1**, **Right**, **Up**, **Up**, □, □
Beach ball—**R1**, **Right**, **Right**, **Down**, □, ○
Crate ball—**R1**, **Left**, **Down**, **Right**, □, ○
Kids rubber ball—**R1**, **Right**, **Up**, **Down**, ○, □
Kids block ball—**R1**, **Left**, **Right**, **Right**, □, □
Old-school soccer ball—**R1**, **Right**, **Left**, **Left**, □, ○
"Rob Willock's head" ball—**R1**, **Left**, **Up**, **Left**, □, ○
All items—**Left**, ○, **Left**, ○, **Left**
Big heads—**R1**, **L1**, **Up**, **Up**, □, □

SHAUN PALMER'S PRO SNOWBOARDER

Maximum Boarder Stats

At the main menu, move the cursor to the "Options" item, then hold **L1** + **Right** and press △, △, ○, △. You'll hear a special sound effect after entering the code correctly. When you start a game in Freeride mode, all boarders will now have their maximum stats.

Unlock Everything

At the main menu, move the cursor to the "Options" item, then hold **R2** + **Right** and press △, △, ○, △. You'll hear a special sound effect after entering the code correctly.

SILENT HILL 2

Extra Options

From the main menu, select "Option," then press **L1** + **R1**. You'll automatically be taken to a new "Extra Options" menu.

SILENT SCOPE

Secret Codes

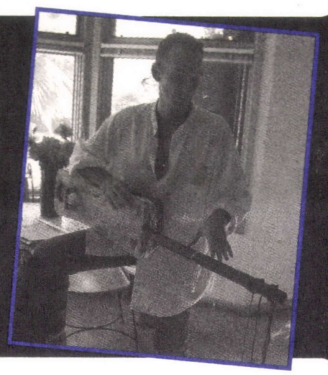
At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—**Right**, **Right**, **Right**, □
Heart-shaped scope—**Left**, **Right**, **Right**, □, △
No scope at all—**Right**, **Down**, **Right**, □, **Right**, **Down**, **Right**, □
Rest of the screen turns black when looking through the scope—**Down**, △, **Up**, □, △, **Down**, **Right**, **Down**, **Right**, □, △
Same as the previous code, but the scope is on by default—**Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**

family of gypsy-traveling vaudevillian stage people. We traveled a lot, so I lived in Africa, in the Middle East...and I'm French, so I had a lot of European influence. That whole world influences me a lot. I love Arabic music...I love a lot of world music, African rhythms, Polynesian rhythms. My family and I lived in Polynesia. We moved there when I was a little kid. And, you know, I'm a child of the '70s, so I got raised on headbanging heavy metal from Scorpions to AC/DC and all that stuff. I think that's what got me into contemporary music. And early 20th century music is what influenced a lot of my writing. These days, the beat scene has opened eyes to a whole new world, because it's an interesting world that allows for combining elements, which I think that contemporary music couldn't do for a long time. I think, you know, 20 years ago you had black music, white music...you have the language much more defined. You have rock and roll, you have pop, you have hip-hop, whereas the whole beat scene in the last 10 years has started bridging cultures and styles in an very interesting way. You'll have, like, a little bit of mixing of hip-hop [and] trip-hop beats with a heavy metal guitar...you'll have Massive Attack putting an African drum on top of a bass line that's coming out of some weird analog synth, and they'll have an Irish bagpipe on top of it. And there's no longer any barriers. I love that, I love the idea of putting it all in one big soup.

T&T: Did you have any kind of formal training?

DB: Yeah, I went to a conservatory for a while, for a few years. Then I took some orchestration classes when I first came from Europe. Jazz... mainly jazz.



No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right, □, Down, Down, Up, △, Up, Right, Down, Up, Left, Down, □**
All targets are invisible—**Right, Down, Right, □, Up, □, □, △, Down, Right, Down, Right, □, △**
In-Game Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.
-5 seconds, +1/2 Life—**△, ×, Right, Left, Right, Left, ○, ×, Right, Left, Right, Left, Down, Down, Up, Up**
+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right, ×, ○**

SILPHEED: THE LOST PLANET

Start With All Weapons
At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

THE SIMPSONS: ROAD RAGE

Secret Codes
Enter any of the following codes at the "Options" screen. Each code will only remain in effect for one stage, and you won't get to keep the money you earn in Road Rage mode if you play with a code activated.
Hold **L1 + R1** and press **△, △, □, □**—Play as Smithers
Hold **L1 + R1** and press **△, △, ○, ○**—Play as Thanksgiving Marge
Hold **L1 + R1** and press **△, △, ○, △**—Play as X-mas Apu
Hold **L1 + R1** and press **△, △, ○, □**—Play as New Year's Krusty
Hold **L1 + R1** and press **△, △, ○, ×**—Play as Halloween Bart
Hold **L1 + R1** and press **△, △, □, ○**—Drive red soapbox racer
Hold **L1 + R1** and press **△, △, □, ×**—Drive Monty Burns Transit bus

SKY GUNNER

Unlock Processing Options
At the title screen, press **Up, △, Left, ○, Down, × Right, □**. When you press **START**, a special message will appear to confirm the unlocked options.

SLED STORM

Unlock Everything
At the title screen, when the words "Press START Button to Continue" are displayed, hold **L1 + R1** and press **○, □, Up, ○, △, Down**.

SMUGGLER'S RUN

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect.
Invisibility—**R1, L1, L1, R2, L1, L1, L2**
Speed up—**R1, L1, L2, R2, Right, Right, Right**
Speed down—**R2, L2, L1, R1, Left, Left, Left**
Real world gravity—**L1, R1, R1, L2, R2, R2**

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. The effects will take place immediately after entering a correct code.
R1, L1, L1, R2, L1, L1, L2—Invisibility
Left, Up, Right, Down, Right, Up, Left, L2—Stealth mode
L1, R1, R1, L2, R2, R2—Lighter car
R1, R2, R1, R2, Up, Up, Up—Less gravity
R1, L1, L2, R2, Right, Right, Right—Increase timer speed
R2, L2, L1, R1, Left, Left, Left—Decrease timer speed
R3, L3, L3, R3, Left, ○, Left, ○—Increase frame rate

SOLDIER OF FORTUNE: GOLD EDITION

God Mode
At any time during gameplay, press **SELECT** to enter the mission objective screen. Next, hold **L2 + L1 + R2 + R1 + □** and press **Left**. You won't get any special confirmation, but if you press **SELECT** again to return to the game, the words "godmode on" will appear briefly in the upper left corner of the screen.

SOUL REAVER 2

Unlock All Bonus Materials
At the main menu, press **Left, △, Right, △, Down, ○, ×**. After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

SPACE RACE

Cheat Codes
Choose "Cheats" from the Options menu and enter any of the following codes. Note: You will not be allowed to save your game after activating any of these cheats.
H L O R A L P H—Unlock Planet Acme 2 track
T O R G O—Unlock The Pyramids of Mars 2 track
W H A T I S U I—Unlock The Asteroid Belt track
G U L L I B L E—Unlock Wild West Quadrant 2 track
C L O S E I T—Unlock The Nebula track
1 2 4 A D I M E—Unlock Galactorama Park 2 stage
P L A N E T X—Unlock The North Pole Star 2 stage
2 0 L B H A M—Unlock Porky Pig
Q 3 2—Unlock Marvin the Martian
K O T I M—Unlock the King
T R U T H O R—Unlock all tournaments and Acme events
A L L M I N E—Unlock all Galleria items
I T I S 2 L A F F—Enable Mirror Mode option at the Game Options menu
M A D A E S A N—Unlock all of the above
K A B O O M—Unlimited turbo
E N G A R D E—No gag crates

SPIDER-MAN

Secret Codes
From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.
K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
G I R L N E X T D O O R—Play as Mary Jane
H E R M A N S C H U L T Z—Play as Shocker
S E R U M—Play as a scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
T H U G S R U S—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C E Y—Play as a helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
J O E L S P E A N U T S—Enemies have big heads + feet
U N D E R T H E M A S K—First-person view

SPLASHDOWN

Many Cheats
At the Options menu, hold **R2** and press **Up, Up, Down, Down, Left, Right, Left, Right, □, ○, □, ○**. A secret "Cheats" screen will appear. Now, enter any of the following codes:
Tougher opponents—A l l O u t A I
Easier opponents—H o b b l e
Race against a UFO in Time Trial—I B e l i e v e
Race against an F-18 in Time Trial—F 1 8
Unlock all characters—A l l C h a r
Unlock all Videos—F e s t i v a l

SSX

Secret Codes
At the "Select Mode" screen, press □ to enter the options screen. For all of the following codes, you must hold **L1 + R1 + L2 + R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).
Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right, ×, ○, △, □**
Maximum attributes for all characters—**×, ×, ×, ×, ×, ×, □**
Running Mode—**□, △, ○, ×, □, △, ○, ×**
Read all hints—**○, ×, ○, ×, ○, ×, ○, ×**

SSX TRICKY

Play as Mix Master Mike
At the title screen, hold **L1 + R1** and press **×, ×, Right, ×, ×, Down, ×, ×, Left, ×, ×, Up**. You won't hear or see any special confirmation, but after starting a race with any character, you'll control Mix Master Mike during gameplay instead.
Elise's Secret Costume
At the title screen, hold **L1 + R1** and press **×, ×, Right, ○, ○, Down, △, △, Left, □, □, Up**. You won't hear or see any special confirmation, but after starting a race with Elise, she'll be wearing a special blue costume during gameplay.

STAR WARS: JEDI STARFIGHTER

Secret Codes
At the main menu, select "Options," then select "Codes." Next, input any of the following codes:
Q U E N T I N—Invincible mode
N O H U D—Turn off HUD
D I R E C T O R—Director mode
J A R J A R—Reverse flying controls
P N Y R C A D E—Unlock everything
M A G G I E—Display secret message

STAR WARS RACER REVENGE

Secret Cheats
First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59.51. At the name entry screen, enter "NO TIME" as your name. After entering it correctly, the words "Cheats Enabled!" will briefly appear on the screen. Finally, you may enter any of the following cheats at the main menu. A special message and sound effect will confirm each entry.
Hold **L1 + L2 + R1 + R2** and quickly press **Right, Left, Right, Left, ○, □, ○, □**—All tracks unlocked
Hold **L1 + L2 + R1 + R2** and quickly press **Right, □, Left, ○, Down, ×, Up, △**—All art galleries unlocked
Hold **L1 + L2 + R1 + R2** and press **△**—Hard mode

STAR WARS: STARFIGHTER

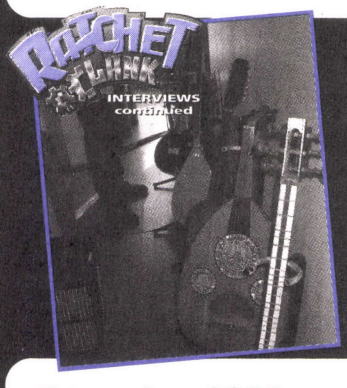
Secret Codes
At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. In order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.
O V E R S E E R—Unlock all regular missions
A N D R E W—Unlock two-player missions
B L U E N S F—Unlock Experimental N-1
M I N I M E—Invincibility
N O H U D—Remove HUD during game play
D I R E C T O R—Director camera mode
J A R J A R—Reverse flying controls
J A M E Z—View "My day at work" slideshow
W O Z—View "Merry Christmas" video
S I M O N—View staff image
T E A M—View more staff images
L T D J G D—View secret message
H E R O E S—View artwork slideshow
S H I P S—View another art slideshow
P L A N E T S—View yet another art slideshow
C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes
Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the × button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press **START** and enter the code again.
□, ○, ○, □—Play as Boba Fett
○, □, ○, □—Race in a Trade Federation AAT
L1, R1, L2, R2—All characters are kaadus
Up, Right, Down, Left, SELECT—All characters are shaaks
L2, L2, L2, L2, ○, SELECT—Backward Facing Mode
L1, R2, L1, R2, □, SELECT—Infinite Boost Mode
Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)
L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)
Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)
Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)
Left, Right, □, ○, L1, L2—Slip 'N Slide Mode (racers slide around and are harder to control)
R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)
○, ○, ○, ○, L2, SELECT—Super Honk Mode (levitate nearby opponents by honking)
L1, R1, SELECT, ○—Space Freighter arena unlocked

STATE OF EMERGENCY

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes:
Right, Right, Right, Right, △—Unlock Spanky
Right, Right, Right, Right, ○—Unlock Freak
Right, Right, Right, Right, ×—Unlock Bull
Left, Left, Left, Left, △—Complete current mission (Revolution mode)
L1, L2, R1, R2, ×—Invulnerable
L1, L2, R1, R2, ○—Infinite time
L1, L2, R1, R2, △—Infinite ammo
L1, L2, R1, R2, □—Punches decapitate
R1, R2, L1, L2, △—Big player
R1, R2, L1, L2, ○—Normal-size player
R1, R2, L1, L2, ×—Little player
R1, L1, R2, L2, △—Looting on the rise
Left, Right, Down, L1, △—Pistol
Left, Right, Down, L1, □—Pepper Spray
Left, Right, Down, L1, ○—Tazer
Left, Right, Down, L1, ×—Tear Gas



***T&T**: Do you have time to play video games much?*
DB: No, I don't have time for much of anything!
TP: David was working around the clock; we would talk at four in the morning sometimes.
***T&T**: What is different about writing music for TV vs. films vs. games, if anything?*
DB: Well, TV and film are pretty similar. While they have their own set of constraints, generally you have more time on film than you do on TV, [and] you have more money on one than the other. The greatest difference between TV and film is that the one-hour format governs a different sense of time. In a two-hour film, the pace is very different and you have to adapt to that pace. A game has its own sense of pace. For one thing, you're not necessarily taking a person from point A to point B within each scene, because you don't know how they're going to get there. You cannot predict how the player is going to go. He might go into one sub-level for a few minutes, but then backtrack before he's done...and he might go back later because he forgot that he had to press that thing. So there's an element of a challenge, which I find interesting, in a game. It also requires letting go of what I'm used to, which is marrying a picture to a specific set of action and emotion. Wanting you to feel certain things when the actor gets up from his chair; the violins are going to go up or the brass is going to go up, and he's going to go and beat up the bad guy. I want you feel a certain way when he gets up from his chair. In the game, I don't know when you're going to get up from your chair, so one has to approach it differently. I guess you create more of an overall mood, as opposed to going

Left, Right, Down, L2, △—Shotgun
Left, Right, Down, R1, △—Minigun
Left, Right, Down, R1, □—Grenade Launcher
Left, Right, Down, R1, ○—Flamethrower
Left, Right, Down, R1, ×—Rocket Launcher
Left, Right, Down, R2, △—AK-47
Left, Right, Down, R2, □—Grenade
Left, Right, Down, R2, ○—M-16
Left, Right, Down, R2, ×—Molotov

STREET HOOPS

Cheat Codes
From the main menu, select "Game Settings," then select "Cheats" and enter any of the following codes:
R1, ○, L2, R2—Block Party enabled
R2, ○, L2, ○—Power Game enabled
□, L1, □, ○—Clown players
○, R2, R2, R1—Cowboy players
○, ○, □, L1—Kung Fu players
R1, □, ○, L2—Pimp players
R2, L2, R2, L2—Santa Claus players
L2, L2, ○, □—Tuxedo players
R2, R2, ○, L2—Black ball
○, R2, □, R2—Red, white and blue ball

STUNTMAN

Secret Codes
From the main menu, select "Stuntman Career," then select "New Game." Next, enter your name as any of the words below to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press ×.
Unlock All Toys—M e F f
Unlock All Cars—s p i D E R
Unlock All Stages—f e l l A

SUPER BUST-A-MOVE

Secret Codes
Enter any of the following codes at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.
Another World—**△, Left, Right, △**
Secret Characters—**△, Right, Left, △**

SUPER BUST-A-MOVE 2

Another World
At the title screen—when the words "Push Start Button" appear—press **△, Down, Up, △**. A special icon will appear in the upper right corner of the screen. Now all of the "normal" and "classic" puzzles in Puzzle Mode are different.
Secret Characters
At the title screen—when the words "Push Start Button" appear—press **△, Up, Down, △**. A special icon will appear in the upper left corner of the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters.

SUPERCAR STREET CHALLENGE

Unlock Furasshu-sama
At the vehicle selection screen, rapidly press **Up, Up, Down, Down, Left, Right, Left, Right, ×, ○, SELECT, START**. If you input the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing ×.

SUPERMAN: SHADOW OF APOKOLIPS

Secret Codes
From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:
SMALLVILLE—Infinite health
JOR EL—Infinite Super Power
BIZARRO—Hard mode (double enemy health)
LESLIE WILLIS—Easy mode (half enemy health)
JOHN CORBIN—Unlock levels
LARA—Unlock biographies
LANA LANG—Unlock movies
MXYZPTLK—Unlock levels, biographies and movies

SWING AWAY GOLF

Secret Codes
Enter either of the following codes at the main menu:
Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
Alternate in-game sound effects—**Left, □, Up, □, Down, ○, Left, □, L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items
This code will make all the items in the park available to you, whether you've researched them or not: At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right**. Repeat this sequence nine times in total.
Everything Free
This code will make every item you buy cost nothing: At any time in the middle of gameplay, press **Left, Down, ×, ○**. Repeat this sequence nine times in total.
255 Golden Tickets /All Roller Coaster Awards
This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press **Up, Down, Left, Right, ○, Right, Left, Down, Up, ○**. Repeat this sequence five times in total.

THUNDERSTRIKE: OPERATION PHOENIX

Unlock All Missions
From the main menu, select "Options." Now, set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold **L1 + L2 + R1 + R2 + □** and press ○. You'll see the words "Spooky Cat!" flash on the screen to confirm.

TIGER WOODS PGA TOUR 2002

Secret Password
At the main menu, select "Options," then select "Enter Password." Next, enter "ALLORNOTHIN" to unlock all golfers, tournaments and courses.

TOKYO EXTREME RACER ZERO

Car Ornaments
Enter any of the following codes at the "Shift Assist" prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.
Pink creature—Hold **R1 +** ○, then hold ×
Fanged creature—Hold **L1 +** ○, then hold ×
Blue creature—Hold **L2 +** ○, then hold ×
Big green creature—Hold **R2 +** ○, then hold ×
Analyze Meter
At any time during gameplay, press **START** to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press **Down**. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
Y O H O M I E S—Unlocks all secret Pro Skaters
B A C K D O O R—Unlocks "Cheats" option at the "Pause" menu
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
P U M P M E U P—Gives the currently-selected skater enough stat points to max out all statistical categories
P E E P S H O W—Unlocks all movies
M A G I C M I S S I L E—Combines all of the effects of the above codes

TRANSWORLD SURF

Cheat Codes
Enter the following codes at any time during the game (not while paused); you'll hear a sound effect to confirm each code. Note: The codes marked with an asterisk (*) will not work unless you enter the "Enable Cheats" code first.
SELECT, Up, Down, L2, Left, Right, L2—Enable cheats
SELECT, Up, Left, L1, Up, Left, L1—Complete all goals in current location (Pro Tour mode)
SELECT, Down, Right, Left, L1, Down, Right, Left, L1—Unlock all levels in all game modes (note: must be entered in Pro Tour mode)
SELECT, Right, Left, Down, Up, L1—Camera cheat (Free Surf mode only; use analog sticks to change camera angle)
SELECT, Up, Down, Left, Right, Up, Right—Toggle HUD screen display on/off
SELECT, Up, Down, Left, Right, Left, Up—Invisible surfer*
SELECT, Up, Down, Left, Right, Left, Down—Invisible surfboard*
SELECT, Up, Down, Left, Right, Right, Down—Surf on a shark*
SELECT, Up, Down, Left, Right, Down, Down—Fast paddle (press the right analog joystick **Up**)*
SELECT, Up, Down, Left, Right, Down, Up—Max. Trick Meter*
SELECT, Up, Down, Left, Right, Right, Left—Perfect balance during floaters*
SELECT, SELECT, SELECT, SELECT—Disable all "*" cheats

TWISTED METAL: BLACK

Secret Codes
At any time during gameplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the following codes. You'll see a special message appear immediately after entering each code.
Up, ×, Left, ○—God Mode
Right, Left, Down, Up—Invulnerable
△ , ×, □, ○—Exchange weapons for health
×, ×, Up—Killer Weapons
×, ×, △—Mega Guns

WARJETZ

Codes
From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.
S P R L Z Y—Super Cheats
T W L V C H T S—All Cheats
J M P T T—Level Select
D N G D M—Invulnerable
M R R M R—Thick Armor
Z P P Y—Fast Planes
H M M R—Bigger Guns
Q D—Biggest Guns
F R H S—Rapid Fire
N S T N T—Speed Shots
N D B M B S—Dual Fire
D Z Z Y—Spin Shots
S C R W—Shields on Roll
D H—Top Gun
V R L R D S—Overlords Mode
W N R L F S T—Valhalla Mode
S N K Y—Ghost Mode
T W F S T D—Double Bux
W N N N G S—Extra 10 Bux
P Y R S—Weapon Up at 3
N D C S N—Switch Planes
S M S H N G—Plane Wins
B X D R W—Show Boxes
W Y P N T—Show Waypoints
G R T D—Every Movie

WAY OF THE SAMURAI

Secret Codes
At any time during the game, press **START** to pause, then enter any of the following codes. You'll see the effects take place immediately after entering each code correctly.
Hold **R1 + R2** and press **Right, Right, Left, Left, Down, Up, ○**—Increase equipped weapon's durability by 1
Hold **L1 + L2** and press **Down, Up, Down, Up, Right, Left, ○**—Restore all life

WILD WILD RACING

Unlock Secret Options
From the main menu, select "Options." Next, hold □ and press **Up, ○, Down, ○, Left, Right, Left, Right, ○**. A new "Secret" menu item will appear at the bottom of the Options menu.
Unlock Top Secret Options
First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes
Enter any of the following codes quickly at the title screen:
Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold ○ and press **START**.
Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold △ and press **START**.
Unlock "Max Power" option—Press **L1, R2, L2, R2, L2, △, ○, △, ○**, then hold **L1** and press **START**.
Unlock "Sudden Death" option—Press **L2, R2, L2, R2, ○, △, ○, △**. Next, hold **L1** and press **START**.

WIPEOUT FUSION

Cheat Codes
Select "extras" from the main menu, then select "cheats" and enter any of the following codes:
△ ○ × ○ □—Infinite weapons
△ △ □ □ □—Infinite shield
○ × △ ○ △—Infinite cannon
□ × × × △—Super fast ship
× ○ △ □ ×—Retro planes
△ ○ ○ △ ×—Animal ships
○ □ □ × ○—Mini ships
× △ ○ △ ○—Unlock Time Trial mode, Zone mode (plus all Zone areas), all challenges, all leagues, all teams and pilots, all courses, all super weapon licenses and 50,000,000 credits

X SQUAD

Ultimate Code
At the title screen, press ○, ○, ○, ○, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

ZONE OF THE ENDERS

Versus Mode
At the title screen, press ○, ×, **Right, Left, Right, Left, Down, Down, Up, Up**. You'll hear a special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.
Exchange Level for Health and Ammo
At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv.1 already, the code will not work.

for the specificity of each individual moment.

T&T: Would you say that you like writing for any one of these particular mediums more than others?

DB: No, I love variety. I mean, I also produce records, I also write classical music for myself...I think I need variety. I like to go in different directions. Maybe that's why I liked working on this game, because every piece was a different challenge.

T&T: These days we are seeing a lot of procedural-type music being written for games; for example, the composer writes several modular layers or pieces that end up being played in different orders or combinations depending on how the action in the game unfolds. What do you think about writing music in this way?

TP: Actually, we did that for *Disruptor*.

DB: I think we were one of the first to do it. For *Disruptor*, we delivered like 300 or 400 different little chunks of music—all of which were modular, which means you could go back and forth between them and we had context-sensitive transitions whereby as you approached an enemy, the transition would then change the music.

T&T: How did you feel about how that turned out?

TP: It turned out great! Actually, we would have done it on this game, too, but the game was already so complex...to stretch to do that would have meant that if it didn't work at the very end, we would've had to throw out all of the music. And we wanted to take a more conservative approach and have the music tagged to specific areas versus specific events. Maybe in the next game we can do something a little bit more complex.

DB: Yeah, I don't think that we compromised on this thing. Personally, I approached *Disruptor* more from the



GameCube tips

GameCube Hardware
Alternate Sounds
Hold the **Z** button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the **Z** button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence.

AGGRESSIVE INLINE
Secret Cheats
Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.
↑ ↑ ↓ ↓ ← → ← → B A B A—Unlock all levels
↓ → → ↓ ← ↓ ← ↓ → → →—Unlock all characters
← ← → → ← → ↓ ↑ ↑ ↓ A I—Juice meter regenerates
← ← ← ← → → → → ← → ← → ↑—Super spins
↑ ↓ ↑ ↓ ← → ← → A B A B S—Low gravity wall rides
SKELETON—Obtain all keys
BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants
QUEZDONTSLEEP—Perfect manuals

BEACH SPIKERS
VIRTUA BEACH VOLLEYBALL
Secret Codes
Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name.
J U S T I C E—Sunglasses 94, Uniform 105 and 106 (*Virtua Cop*)
D A Y T O N A—Uniform 107 and 108 (*Daytona USA*)
F V I P E R S—Hair Style 75, Face Type 51, Uniform 109 and 110 (Candy/Honey from *Fighting Vipers*)
A R A K A T A—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (Ulala from *Space Channel 5*)
P H A N T A 2—Hair Style 77, Face Type 53, Uniform 114 and 115 (Nei from *Phantasy Star II*)
O H T O R I—Uniform 116 and 117 (Sega logo)

CEL DAMAGE
Secret Codes
To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code.
W H A C K L A N D—Unlock all desert stages and Whack Angus
E A R L S P L A C E—Unlock all Transylvania stages and Count Earl
B R A I N S A L A D—Unlock all space stages and Brian the Brain
T W R E C K S P A D—Unlock all jungle stages and T. Wrecks
M E L E E D E A T H—Unlock melee weapons
H A Z A R D O U S—Unlock hazard weapons
U N I Q U E W P N S—Unlock personal weapons
G U N S M O K E !—Unlock ranged weapons
M O V E I T N O W—Unlock movement power-ups
F A N P L A S T I C—Unlock plastic rendering mode
M U L T I P L E X !—Unlock Finale sequences
P I T A—Unlock all stages, weapons and characters, plus the plastic rendering mode

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm that the code has been entered correctly.
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.
No Destination Mark
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L** + **R** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold **R** and press **X** five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R** and press **X** on Controller 3 again.
Alternate Camera Angles
Use the following button combinations on Controller 3 to change the camera angle at any time during the game:
• Hold **R** and press **Y** on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
• Hold **R** and press **B** on Controller 3 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
• Hold **R** and press **A** on Controller 3 to return to the default view.

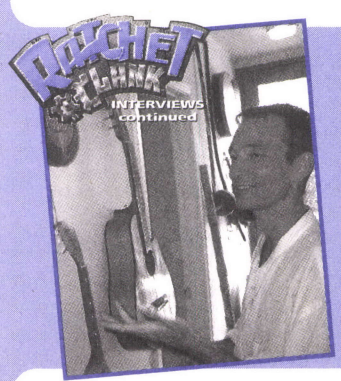
DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
The following codes can be entered with the D-pad at the main menu:
• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up**, **Right**, **Down**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Left**, **Right**, **Right**, **Down**, **B**
• Unlock all movies—**Up**, **Left**, **Down**, **Right**, **Left**, **Left**, **Right**, **Left**, **Up**, **Down**, **B**
• Unlock secret pieces in Park Editor—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Up**, **Down**, **Right**, **Right**, **B**
• Unlock all Park Editor themes—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Down**, **Right**, **Left**, **Left**, **B**

EXTREME G III
Secret Cheats
At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.
Infinite shield—**L** + **R**, **Z**, **L** + **R**, **Z**
Infinite ammunition—**L**, **R**, **L**, **R**, **L** + **R**, **Z**
All tracks unlocked—**L**, **L**, **R**, **R**, **Z**, **Z**, **L** + **R** + **Z**
Win the next race—**L** + **R** + **Z**, **L** + **R**, **Z**, **L** + **R** + **Z**
Double prize money—**L**, **R**, **Z**, **L**, **R**, **Z**, **L** + **R**
Extreme lap challenge—**L**, **R**, **L**, **R**, **L**, **R**, **Z**, **L** + **R**

FREEKSTYLE
Secret Codes
Choose "Options" from the main menu, then select "Enter Codes" and enter any of the following codes:
A L L F R E E K—Always be in freekout mode
H E L M E T—Rider wears a helmet
F T A I L—Flames come out of your rear wheel
W T C H K P R S—Blurry rainbow-colored graphics
C O O L D U D E—Unlock Clifford Adoptante
G I M E G R E G—Unlock Greg Albertyn
B L O N D I E—Unlock Jessica Patterson
T O U G H G U Y—Unlock Mike Jones
E Y E D R O P S—Unlock Bloodshot bike for Mike Metzger
B R R R R R A P—Unlock Rock of Ages bike for Mike Metzger
S E V E N T W O—Unlock Rhino Rage bike for Mike Metzger
W H A T E V E R—Unlock Mulisha Man bike for Brian Deegan
H E D B A N G R—Unlock Heavy Metal bike for Brian Deegan
W H O Z A S K N—Unlock Dominator bike for Brian Deegan
O V E N M I T T—Unlock Hot Stuff bike for Leeann Tweeden
S T Y L I N—Unlock Trend Setter bike for Leeann Tweeden
G O O D L O O K—Unlock Seducer bike for Leeann Tweeden
H E R E I A M—Unlock Amore bike for Stefy Bau
S P A R K L E S—Unlock Disco Tech bike for Stefy Bau
T W O N E O N E—Unlock 211 bike for Stefy Bau
S U P D U D E—Unlock Gone Tiki bike for Clifford Adoptante
G O F L O B R O—Unlock Island Spirit bike for Clifford Adoptante
S T O K E D—Unlock Hang Loose bike for Clifford Adoptante
K I C K B U T T—Unlock Beater bike for Mike Jones
H O R N S—Unlock Lil' Demon bike for Mike Jones
P L U N G E R—Unlock Flushed bike for Mike Jones
H E K A C O O L—Unlock Speedy bike for Jessica Patterson
L I G H T N I N—Unlock Charged Up bike for Jessica Patterson
T O N B O Y—Unlock Racer Girl bike for Jessica Patterson
A L L S H O O K—Unlock The King bike for Greg Albertyn
P A T R I O T—Unlock National Pride bike for Greg Albertyn
N U M B E R 1—Unlock Champion bike for Greg Albertyn
H E L L O O O O—Unlock Ecko MX gear for Mike Metzger
B O D Y A R T—Unlock All Tatted Up gear for Mike Metzger
R I P P E D—Unlock Muscle Bound gear for Brian Deegan
S O L D I E R—Unlock Commander gear for Brian Deegan
T H N K P I N K—Unlock Fun Lovin' gear for Leeann Tweeden
S P I C Y—Unlock Red Hot gear for Leeann Tweeden
K I D S G A M E—Unlock Playing Jax gear for Stefy Bau
I N V A S I O N—Unlock UFO Racer gear for Stefy Bau
W I N G S—Unlock Tiki gear for Clifford Adoptante
N O S L E E V E—Unlock Tankin' It gear for Clifford Adoptante
B A B Y B L U E—Unlock Blue Collar gear for Mike Jones
B O X C A R S—Unlock High Roller gear for Mike Jones
L A Y E R S—Unlock Warming Up gear for Jessica Patterson
N O T 2 G R L Y—Unlock Hoodie Style gear for Jessica Patterson
I L O O K G U D—Unlock Sharp Dresser gear for Greg Albertyn
C O M E T—Unlock Star Rider gear for Greg Albertyn

GAUNTLET: DARK LEGACY
Secret Codes
Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.
A L L F U L—Start with 9 keys and 9 potions
1 0 0 0 0 K—Start with 10,000 gold
I C E 6 0 0—Play as a big fat Dwarf
N U D 0 6 9—Play as a sado-masochist Dwarf
S T X 2 2 2—Play as a stick figure with a smiley-face
K J H 1 0 5—Play as a stick figure with a baseball cap
P N K 6 6 6—Play as a stick figure with a mohawk
B A T 9 0 0—Play as a centurion
T A K 1 1 8—Play as a ninja
S T G 3 3 3—Play as a bald guy
K A O 2 9 2—Play as a waitress
C S S 2 2 2—Play as a guy with casual clothes and a baseball bat
A R V 9 8 4—Play as a guy with casual clothes and a mace
D I B 6 2 6—Play as a guy with casual clothes and a head on a staff
R I Z 7 2 1—Play as a quarterback
D A R T H C—Play as a bald guy with black cape
T W N 3 0 0—Play as a blue and orange Valkyrie with a bloody scythe
S J B 9 6 4—Play as a guy with two scythes
A Y A 5 5 5—Play as a Japanese schoolgirl
C E L 7 2 1—Play as a cheerleader
C A S 4 0 0—Play as a special Warrior
M T N 2 0 0—Play as a General
R A T 3 3 3—Play as a Warrior rat
G A R M 9 9—Play as a bald Wizard
G A R M 0 0—Play as a Wizard with a dark cloak
D E S 7 0 0—Play as a Wizard in desert garb
S K Y 1 0 0—Play as a green alien
S U M 2 2 4—Play as Sumner

KELLY SLATER'S PRO SURFER
Secret Codes
Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
7 1 4 5 5 5 8 0 9 2—Mega cheat
6 1 9 5 5 5 4 1 4 1—All boards
3 2 8 5 5 5 4 4 9 7—All levels
9 4 9 5 5 5 6 7 9 9—All surfers
7 0 2 5 5 5 2 9 1 8—All suits
6 2 6 5 5 5 6 0 4 3—All tricks
2 1 2 5 5 5 1 7 7 6—Max stats



world I came from, which was the film music world where we wanted the specificity of happy music when there was no enemy, you know...dangerous music when you get close, dark music when they would fight. But that was treating the music more as a film score. I approached *Ratchet* a little bit more like a soundtrack type of movie, so the music isn't necessarily changing every time he jumps up and down, but it establishes a general mood. To me, that was more of the idea behind *Ratchet* when we decided that we were not going for specific action-based types of things. I thought it was interesting to put together just a really cool soundtrack and...

TP: It came out better.

DB: Yeah, yeah...to me it came out better.

TP: I think that, had we gone the other way on this game, it would have been fairly schizophrenic because you are always getting into battles. There really aren't that many lulls in the game.

DB: To me, *Ratchet* was more about wanting to feel really good just playing the game and less about doing something different every time something was going to come around the corner. I think this is something that we both jointly felt to begin with. And yes, we talked about possibly doing some interactive aspects of the music, but I think that it would've been a different game. And it was not just the technical limitation; we wanted beats, and you can't chop them up every three seconds to have a different thing. I mean, with beats you establish a rhythm and you get into the groove, in which case you have to let the groove run. Film scoring has a different tempo all of the time, different keys...you can't do this with a drum beat.

2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
8 7 7 5 5 5 3 8 2 5—1st-person view
8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Y**, **Y**, **X**. A message will appear on the screen to confirm the code.

MX SUPERFLY

Cheat Code

At the main menu, press **X**, **Y**, then **L** + **X**, then **X**, **L**, **Z**, then **R** + **Y** to unlock all of the tracks, mini-games, bikes and secret characters.

NBA 2K2

Secret Teams

From the main menu, select "Options," then select "Game Play." Now, while simultaneously holding **Left** on the analog stick and **Right** on the D-pad, press **START**. Next, press **B** to return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams. Be sure to hold **L** or **R** (or toggle the "Caps Lock") to enter the code in capital letters.

NBA COURTSIDE 2002

Secret Codes

Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold **Up** on the D-pad or analog stick, then hold **X** + **Y**, then hold **Down** on the C-stick. A new option, "Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press **B** to return to the main menu before you try again.

Left, **Right**, **Left**, **Right**, **X**, **Y**, **Left**—Little players
Left, **Right**, **Left**, **Right**, **X**, **Y**, **Right**—Big heads
Left, **Right**, **Left**, **Right**, **X**, **Y**, **Up**—Little heads
Left, **Right**, **Left**, **Right**, **X**, **Y**, **Down**—Big hands
Left, **Right**, **Left**, **Right**, **Y**, **X**, **Right**—"Invisible" players
Left, **Right**, **Left**, **Right**, **Y**, **X**, **Down**—Weird free throws
Left, **Right**, **Left**, **Right**, **X**, **X**, **Right**—Unlock three hidden teams in Quick Play or Arcade Play mode

NFL BLITZ 20-02

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the **L**, **R** and **A** buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (1-4-5-Left), press **L** once, **R** three times and **A** five times, then press **Left** on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes.

2-1-2-Right—More time to enter codes
4-1-5-Up—Infinite turbo
4-2-1-Up—Power-up defense
4-1-2-Up—Power-up offense
5-2-1-Up—Power-up linemen
0-3-2-Left—Fast running speed
2-4-0-Left—Fast passes
0-5-4-Up—Super blitzing
1-2-3-Left—Super field goals
3-1-4-Down—Smart CPU teammates
3-3-3-Down—Extra plays for offense
0-0-1-Right—Extra time after plays
2-0-0-Right—Big head
2-0-3-Right—Team big heads
1-4-5-Left—Huge head
0-2-5-Left—Big Feetz
0-2-5-Up—Chimp mode
0-2-5-Right—Power Loader (big shoulders)
2-5-3-Right—Team: Midway
2-5-4-Up—Team: Rollos
3-4-4-Down—Team: NeoTokyo
1-3-5-Left—Team: Cowboys
4-0-3-Right—Team: Crunch Mode
4-3-2-Down—Team: Brew Dawgs
5-4-3-Right—Team: Armageddon
0-4-5-Left—Team: Indians
5-0-1-Up—Team: Gsmers
3-1-0-Up—Team: Bilders
2-3-2-Down—Ground fog on
1-2-3-Right—Weather: Clear
5-5-5-Right—Weather: Rain
5-5-5-Left—Weather: Snow
0-3-0-Left—Classic ball
0-3-0-Down—Chrome ball
2-1-1-Left—Allow stepping out of bounds
3-4-5-Up—Butter Fingaz
3-5-1-Right—Showtime
0-1-2-Down—No CPU assist (teams must agree)
0-2-1-Right—See more field (teams must agree)
1-1-1-Down—Tournament Mode (in two-player game)
2-2-2-Left—Always QB (two humans per team)
2-2-2-Right—Always receiver (two humans per team)
3-2-1-Down—No highlight target on receiver
3-4-0-Right—Hide audible names
3-5-5-Up—No interceptions
5-2-3-Down—No random fumbles (teams must agree)
1-4-1-Up—No punting
2-1-0-Up—No first downs
5-5-4-Right—No replays

Secret Characters

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as the corresponding secret character.

BEAR—1985
CLOWN—1974
COWBOY—1996
DEER—1997
DOLPHIN—1972
EAGLE—1981
HORSE—1999
INDIAN—1992
LION—1963
PINTO—1966
PIRATE—2001
RAM—2000
RBL-DBN—9669
ROBOTR—1974
ROBOTS—1970
TIGER—1977
VIKING—1977
ZEMAN—1986

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **B**, **Y** and **X** followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press **B** once, **Y** two times and **X** once, then press **Left** on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—3-2-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
No fake shots—4-2-4-Down
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

RESIDENT EVIL

Special Weapon

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge has infinite bullets and fires three rounds consecutively when you pull the trigger.

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you'll start with the Infinite Rocket Launcher when you play again by choosing "Once Again..." at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, equip the Grenade Launcher and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and combine the shells from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade Launcher will become corrupted. Now exit the item box; Jill will have 240 shells in her Grenade Launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box screen and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also have 240 shells in the Grenade Launcher if you pulled them from the first item spot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time.

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press **START** to pause, then quickly enter either of the following codes:

Hold **L** + **R** and press **X**, **B**, **X**, **B**, **X**, **B**, **B**, **B**, **X**, **X**, **B**, **X**, **X**, **X**—All power-ups
Hold **L** + **R** and press **B**, **X**, **X**, **B**, **X**, **B**—Unlock alternate credits sequence

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. Some of these codes can be found in the special artwork that you unlock in the Quest mode.

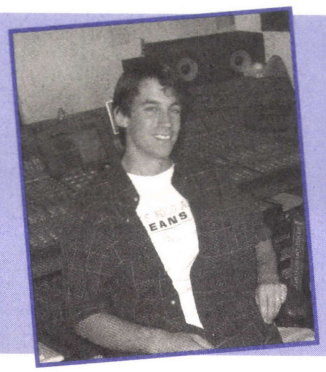
Unlock Jungle stadium—**Up**, **Down**, **Left**, **Right**, **X**, **Y**
Unlock Oasis stadium—**Up**, **Up**, **Down**, **Down**, **X**, **X**
Unlock Pacific Atoll stadium—**Up**, **Up**, **Left**, **Left**, **Y**, **Y**
Unlock Alpen Castle stadium—**Up**, **Up**, **Up**, **Down**, **X**, **X**
Unlock Riviera Ruins stadium—**Up**, **Down**, **Down**, **Right**, **Y**, **X**
Unlock Reactor Core stadium—**Up**, **Left**, **Left**, **Right**, **X**, **Y**
Unlock all stadiums—**Up**, **Up**, **Up**, **Up**, **X**, **X**
Big hits—**L**, **R**, **Up**, **Up**, **X**, **Y**
Max. Power—**L**, **R**, **Left**, **Right**, **Y**, **Y**
Infinite Turbo—**L**, **R**, **Right**, **Up**, **X**, **X**
Infinite Spotlights—**L**, **R**, **Down**, **Right**, **Y**, **X**
Alternate El Fuego team—**X**, **X**, **Down**, **Down**, **Right**, **Left**
Alternate Spirit team—**Y**, **Y**, **Down**, **Down**, **Left**, **Right**
Alternate Tsunami team—**X**, **Y**, **Down**, **Up**, **Right**, **Left**
Alternate Toxic team—**Y**, **X**, **Down**, **Down**, **Up**, **Up**
Alternate Subzero team—**Y**, **Y**, **Down**, **Right**, **Left**, **Up**
Alternate Volta team—**Y**, **X**, **Down**, **Up**, **Down**, **Up**
All alternate teams—**X**, **Y**, **Down**, **Down**, **Down**, **Down**
Eyeball ball—**R**, **Right**, **Down**, **Up**, **X**, **X**
Black Box ball—**R**, **Left**, **Left**, **Down**, **X**, **X**
Earth ball—**R**, **Right**, **Right**, **Left**, **X**, **X**
Rusty can ball—**R**, **Left**, **Up**, **Up**, **Y**, **Y**
Magic 8-ball—**R**, **Right**, **Up**, **Up**, **Y**, **Y**
Beach ball—**R**, **Right**, **Right**, **Down**, **Y**, **X**
Crate ball—**R**, **Left**, **Down**, **Right**, **Y**, **X**
Kids rubber ball—**R**, **Right**, **Up**, **Down**, **X**, **Y**
Kids block ball—**R**, **Left**, **Right**, **Right**, **Y**, **Y**
Old-school soccer ball—**R**, **Right**, **Left**, **Left**, **Y**, **X**
"Remy Saville's head" ball—**R**, **Left**, **Right**, **Left**, **X**, **Y**
"Rob Willock's head" ball—**R**, **Left**, **Up**, **Left**, **Y**, **X**
El Diablo's items—**Left**, **X**, **Right**, **X**, **Down**
Rico's items—**Left**, **X**, **Right**, **X**, **Right**
Madeira's items—**Left**, **Y**, **Down**, **X**, **Up**
Zari's items—**Left**, **Y**, **Left**, **Y**, **Right**
Kaimani's items—**Left**, **X**, **Down**, **X**, **Down**
Djimon's items—**Left**, **Y**, **Down**, **Y**, **Up**
Kahuna's items—**Left**, **Y**, **Right**, **Y**, **Right**
Rumiko's items—**Left**, **Y**, **Left**, **Y**, **Up**
Boomer's items—**Left**, **Y**, **Left**, **X**, **Up**
Raine's items—**Left**, **X**, **Up**, **X**, **Up**
Duke's items—**Left**, **Y**, **Up**, **X**, **Right**
Nova's items—**Left**, **Y**, **Down**, **Y**, **Right**
Half Pint's items—**Left**, **Y**, **Up**, **X**, **Up**
Lola's items—**Left**, **X**, **Left**, **Y**, **Down**
Kiril's items—**Left**, **Y**, **Up**, **X**, **Left**
Angus' items—**Left**, **X**, **Right**, **X**, **Up**
Dante's items—**Left**, **X**, **Right**, **Y**, **Left**
Arsenault's items—**Left**, **Y**, **Up**, **Y**, **Down**
All items—**Left**, **X**, **Left**, **X**, **Left**
Big heads—**R**, **L**, **Up**, **Up**, **Y**, **Y**
"Pleasantville" mode—**Y**, **X**, **Y**, **X**, **Y**, **X**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**
"Citizen Kane" mode—**X**, **Y**, **X**, **Y**, **X**, **Y**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**

SMUGGLER'S RUN: WARZONES

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes to activate different cheats:

Y, **Y**, **Y**, **X**, **X**, **Z**, **Z**—Enable countermeasures



One-on-one with Ted Price, President of Insomniac Games

Tips & Tricks: What are some games that you've played lately that you've been most impressed with?

Ted Price: Well, I just started playing *Kingdom Hearts*, and I've enjoyed it so far. I really like the weird aspect of combining the Disney characters and the *Final Fantasy* characters. A truly excellent game that's been around the office for a week or two is *Sly Cooper*. *Sly's* a lot of fun and it shows off great design and a great physics engine. And it's an absolutely beautiful game. A game that I'm looking forward to—thanks to positive reviews—is *Need For Speed: Hot Pursuit 2*. I've heard really good things about it and I can't wait to pick it up. Though there are so many games coming out this Christmas, it's hard to know what to get next. So I'm relying on people in the office to tell me, "Hey, this is good," or "Don't waste your money on this one."

T&T: What are some of your favorites of all time?

TP: *Super Metroid* is definitely my favorite game of all time. I think it's one of the most well-designed games ever made. That personally colored my own contributions to the design on *Ratchet & Clank*, even though the main design of the game wasn't directly influenced by *Super Metroid*. Sometimes I like to think that all of Ratchet's gadgets and stuff were an homage in some respect to Samus. But that's just my limited perspective. There were many people who contributed to the design of our game and everyone had different influences. *Doom* is also one of my favorite games. In fact, *Doom* was the reason that I started Insomniac. Al [Hastings] and Brian [Hastings] and I

Left, Right, Left, Right, Z, Z, R—Transparent vehicle
Z, R, Z, R, Right, Right, Right—Cars fly away upon collision with your vehicle

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
G I R L N E X T D O O R—Play as Mary Jane
H E R M A N S C H U L T Z—Play as Shocker
S E R U M—Play as a scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
T H U G S R U S—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C E Y—Play as a helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
J O E L S P E A N U T S—Enemies have big heads + feet
U N D E R T H E M A S K—First-person view

SPY HUNTER

Secret Movies

At the profile menu, select a blank entry, then enter any of the following codes as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie
W O O D Y—Unlock "Early Test Animatic" movie

STAR WARS: ROGUE LEADER ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has two parts, you must enter the second passcode immediately after the first or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.

J P V I ? I J C—R S B F N R L—Infinite lives
! ? ? Q W T T J—C L A S S I C—Unlock all levels
A Y Z B ! R C L—W R K F O R I T—All tech upgrades
P Y S T ? O O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press **Up** to access)
T V L Y B B X L—N O W A R ! ! !—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press **Up** to access)
A Z T B O H I I—O U T C A S T !—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press **Up** to access)
O G G R W P D G—E E K E E K !—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press **Up, Right** to access)
? W C Y B R T C—? ? M B C ? ? ?—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press **Up, Right, Right** to access)
C D Y X F ! ? Q—A S E P O N E !—Unlock Naboo Fighter
M V P Q I U ? A—O H ! B U D D Y—Unlock Millennium Falcon
Z T ? ! R G B A—D I S P S B L E—Unlock TIE Fighter
P Z ? A P B S Y—I R O N S H I P—Unlock Slave 1
N Y M ! U U O K—B L K H L M T !—Unlock TIE Advanced
A J H H ! ? J Y—B U S T O U R—Unlock Imperial Shuttle
! Z U V I E L !—! B E N Z I N !—Unlock Car
U ! ? ! V W Z C—G I V E I T U P—Enable "Ace Mode" option at the Special Features menu
B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu
E X H I B I T !—Enable "Art Gallery" option at the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E !—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

SUPER SMASH BROS. MELEE

Secret Characters

Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario—Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi—Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.
Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco—Finish the 100-Man Melee and defeat Falco to unlock him.
Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.
Marth—Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.
Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.
Mewtwo—Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appear after only five hours of play).

Secret Stages

Brinstar Depths—Play 50 matches in Versus mode.
Fourside City—Play 100 matches in Versus mode.
Big Blue—Play 150 matches in Versus mode.
Pokémon Floats—Play 200 matches in Versus mode. This also enables a Random Select option in Versus mode.
Mushroom Kingdom II—Find the Birdo or Pidgit trophy in One-Player mode.
Flat Zone—Finish Classic mode as Mr. Game & Watch.
Battlefield—Defeat All-Star mode with any character.
Final Destination—Clear all 51 Stages in Event mode.
Dreamland—Complete Target Test with all 25 characters.
Yoshi's Island—Hit the sandbag over 1,323 feet in the Home-Run Contest.
Kongo Jungle—Finish the 15-Minute Melee with any character.

Sound Test

Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of the hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Clear Stage 51 to unlock the Sound Test.

All-Star Mode

Finish the game in Classic mode with all 25 characters to unlock All-Star mode.

Special Hidden Trophies

Fighting Wire Frames—Finish the 15 Minute Melee with any character.
Male Wireframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine—Complete Stage 3 of Event mode.
Goomba—Finish Stage 14 in Event mode.
Samus Starship—Successfully escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5—Finish Stage 37 in Event mode.
Bunny Hood—Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.
Captain Olimar—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.
Battlefield—Finish All-Star mode once with any character.
Celebi—Locate Celebi's Pokéball in One-Player Adventure or Classic mode.
Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Coin—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu).
Diskman—Score points in every Special Bonus category.
Entei—Complete Stage 26 in Event mode.
Donkey Kong Junior—Complete the game will all 25 characters in Classic mode (any difficulty).
Female Wire Frame—Defeat 101 enemies in the Endless Melee.
Final Destination—Finish Stage 51 in Event mode.
Food—Play 1,000 matches in Melee mode.
Game & Watch—Complete Stage 45 of Event mode.
Land Master Tank—Score a combined total of 1,001 KOs.
Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.
Mach Rider—Clear Classic mode in 300 seconds or less.
Majora's Mask—Complete Stage 47 in Event mode.
Master Hand—Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato—Play 10 matches in Melee mode.
Metal Box—Perform 11 Combos in Training mode.
Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City—Walk a total distance of 3,300 feet or more in the game.
Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Warrior—Clear All-Star mode in 300 seconds or less.
Wolfen—Clear Adventure mode in 1,100 seconds or less.
Tom Nook—Collect 1,001 coins.
Sandbag—Hit the sandbag 990 feet or more in the Home-Run Contest.
Target—Clear the Target Test with every character.
Sheriff—Clear the Target Test in 750 seconds or less.
UFO—Play 100 multiplayer matches with two or more players.
Falcon Flyer—Play 150 Multiplayer matches with two or more players.
Sudowoodo—Play 200 Multiplayer matches with two or more players.
Unown—Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.
Mr. Resetti—Defeat six foes in Cruel Melee mode.
Mayra—Unlock the Sound Test.
Heart Container—Play 100 matches in Melee mode.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

F R E A K S H O W—Unlocks all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Gives the currently-selected skater enough stat points to max out all statistical categories
P O P C O R N—Unlocks all movies

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
Z O O—Play Zoo mode

WAVE RACE: BLUE STORM

Secret Passwords

Choose "Options" from the main menu, then hold **Z** + **X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:

D L P H N M O D—Ride a dolphin, Free Roam
K T U P W N P D—Play Dolphin Park, Stunt Mode Normal
W C X 5 W P 5 A—Play Southern Island, Stunt Mode Expert
M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard
J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y 8 P 5 3—Play Expert Championship without having to unlock it



all had a shared love for *Doom*, and that was the impetus behind *Disruptor*. A couple of other games that I spent a lot of time playing as a kid were *Ultima III* and *Wizardry*. Even though these games had the simplest graphics you could imagine, I spent hours, days, weeks playing to my parents' chagrin. And then, of course, I spent a lot of time playing *Zelda* on the NES and SNES.

T&T: Did you like the ones on Nintendo 64 that much?

TP: Not as much; I didn't like them as much as the original. I think that the games lost a bit of the magic for me when the franchise went to 3-D.

T&T: What do you think was the biggest challenge of this project, technical or otherwise?

TP: I think the biggest challenge—because it just happened—was hitting what we call "gold," creating the absolute final version of the game. That was really challenging, because we were doing it for the U.S. and Europe at the same time, plus we were getting ready to go through the gold process for Japan. Fixing the last bugs, getting all of the localization stuff to work and delivering such a huge game was a real burden for a lot of the people on the project, but we managed to do it. It just was a lot more sleepless nights that I would have expected. I thought on *Spyro* that we couldn't work any harder, but at the end of *Ratchet*, it turned out that I was wrong.

T&T: What were you most satisfied with in the final product?

TP: I'd say the scope of the game. It's a really big game; it's the most complex we've ever attempted, and I think the team was very satisfied with how everything fit together in the end.

4X4 EVOLUTION 2

Secret Code

Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.

Extra Money—**Y, X, White, Y, X, White, X, X, Y, White, X, Y**

AMPED

Secret Codes

From the main menu, select "Options," then select "Cheats." Next, enter any of the codes below. If you input a code correctly, the word you entered will disappear after selecting "Done."

RidinwRaven—Unlock Raven
ChillinwSteezy—Unlock Steezy
GimmeGimme—Unlock all courses
StickiT—Easier to land from a jump
ZiPster—Faster speed
buzzsaW—Run through trees
MegaLeg—Jump higher
WhirlyGig—Faster spins
MegabOUnce—Bounce continuously

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a correct code.

X, X, Y, Y, White, Black, START—No drones mode
Y, X, Y, Y, X, START—No catchup mode
Black, Right Trigger, X, Y, Black, Right Trigger, START—All random power-up mode
X, X, Y, X, Right Trigger, X, START—No power-up mode
X, X, X, White, Y, START—All missile mode
Y, Y, Left Trigger, Y, Y, White, START—All grappling hook mode
Black, Right Trigger, Left Trigger, White, X, START—All roost mode
Y, Y, Black, Right Trigger, START—All snowbomb mode
Y, Black, Black, Y, Right Trigger, START—All boost mode
White, Left Trigger, Left Trigger, Y, White, Y, START—Clone mode
X, Y, X, Right Trigger, Y, Y, START—All invisible mode
Y, White, X, R, X, L, START—Super wheelie mode

AZURIK: RISE OF PERATHIA

Invincibility

At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously.

Refill Health + Power

At any time during gameplay, quickly enter the following code: Hold **Left**, rotate the **Right Thumbstick** counter-clockwise from right to up to left, then press **A, X**.

Big Heads

At any time during gameplay, quickly press in the **Right Thumbstick**, then **R, Down, Up, A**.

Big Afro

At any time during gameplay, enter the following code quickly: Press **Down, Right**, then **Black + White** simultaneously, press in the **Right Thumbstick**, press in the **Left Thumbstick**, then simultaneously point the **Left Thumbstick** to the right and the **Right Thumbstick** to the left, then press **B, Y**.

Save Anywhere

At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick**. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.

Adjust Camera

At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the **Left Thumbstick**. Now you can use the controller to freely adjust the camera's position and orientation. The **Left Trigger** and **Right Trigger** adjust the height of the camera. Press **Back** to return to controlling your character.

BLADE II

Main Menu Codes

Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.

Unlock Missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**
Unlock Weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**
Unlock Daywalker Difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Infinite Health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**
Rage Always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite Ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

BLOOD WAKE

Secret Codes

Enter the following codes at the title screen. After entering a correct code, you'll hear a special sound effect.

Invincibility—Press **Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START**
Infinite ammo—**Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START**
Infinite Turbo—**Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**
Unlock all boats in Battle Mode—**Up, Down, Left, Right, Left Trigger, B, X, X, Right Thumbstick, START**
Unlock all arenas in Battle Mode—**X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START**
Unlock all games in Battle Mode—**Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START**

BRUCE LEE: QUEST OF THE DRAGON

Bruce Challenges

At the title screen, when the words "Press Start" appear, press **X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick**. The "Bruce Challenges" option will be unlocked at the main menu.

BUFFY THE VAMPIRE SLAYER

Cheat Codes

Choose "Extras" from the main menu and enter any of the following codes at the Extras menu:

Infinite slayer power—**Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y**
No damage from enemies' punches or kicks—**Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y**
Unlock "Arena Mode" stages 1-4—**Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black**
Play as dark slayer in Arena Mode—**Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White**

CEL DAMAGE

Secret Codes

From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare when you choose an icon after entering a correct code.

ENCHILADA!—Unlock all stages, characters and weapons
WHACKLAND—Unlock all desert stages
EARLSPLACE—Unlock all Transylvania stages
MELEEDEATH—Unlock melee weapons
HAZARDOUS—Unlock hazard weapons
UNIQUEWPNS—Unlock personal weapons
FANPLASTIC—Unlock plastic rendering mode
PENCILITIN—Unlock pencil rendering mode

DARK SUMMIT

Secret Codes

Enter the following codes at any of the pre-game menu screens or the pause menu. You'll hear a chime to confirm each correct code:

Hold **BACK + START**, press **Y, L, X, B, R, A, R, A**—9,100,000 lift points and equipment points
Hold **BACK + START**, press **Y, L, X, B, R, A, R, B**—All characters unlocked
Hold **BACK + START**, press **Y, L, X, B, R, A, R, Y**—All challenges completed
Hold **BACK + START**, press **Y, X, B, R**—Shoot barrels by pressing **R**
Hold **BACK + START**, press **Y, X, B, L**—Press **L + R** while in the air for slow-motion effect

DAVE MIRRA FREESTYLE BMX 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, X**

DEAD TO RIGHTS

Unlock All Chapters

At the main menu, press **Up, Down, Up, Down, Left, Right, Right, Y, X, X**. You'll hear a special sound effect after entering it correctly. Next, select "Chapters" from the main menu to start from any chapter in the game.

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:

Restore Health—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black**. Press and hold the **A** button to restore health level.
Restore Magicka—Select "Magicka" in the Stats menu and press **Black, White, White, Black, White**. Press and hold the **A** button to restore Magicka level.
Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black**. Press and hold the **A** button to restore Fatigue level.

ENCLAVE

Unlock Dark Campaign

At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X, Y, Y, X, X, Y, X, Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

FUZION FRENZY

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. A special message will appear after entering a correct code.

Hold **Left Trigger** and press **Y, B, Y, B**—First person mode
Hold **Left Trigger** and press **Y, B, X, X**—Toggle through Mutant modes 1-3
Hold **Left Trigger** and press **Y, Y, Y, Y**—Welsh on
Hold **Left Trigger** and press **Y, X, Y, Y**—Squeeky voices on
Hold **Left Trigger** and press **Y, Y, Y, X**—Real controls on

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes at the "Enter Your Name" screen that appears whenever you start a new game.

ALLFUL—Start with nine keys and nine potions
10000K—Start with 10,000 gold
ICE600—Play as a big fat Dwarf
NUD069—Play as a sado-masochist Dwarf
STX222—Play as a stick figure with a smiley-face
KJH105—Play as a stick figure with a baseball cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with casual clothes and a baseball bat
ARV984—Play as a guy with casual clothes and a mace
DIB626—Play as a guy with casual clothes and a head on a staff
RIZ721—Play as a quarterback
DARTHC—Play as a bald guy with black cape
TWN300—Play as a blue and orange Valkyrie with a bloody scythe
AYA555—Play as a Japanese schoolgirl
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
GARM99—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak
DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GUNMETAL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press **Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger**. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.

HUNTER: THE RECKONING

Secret Codes

At any time during the game—but not while paused—enter the following codes. All directional commands should be entered with the D-pad:

B, Up, Left, Down, Right, B—All weapons
Down, Down, B, Y, Down, Down—Weapons do max. damage
Right, Right, B—Random female voice sample
Left, Left, B—Random male voice sample

KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7145558092—Mega cheat
6195554141—All boards
3285554497—All levels
9495556799—All surfers
7025552918—All suits
6265556043—All tricks

T&T: What were you least satisfied with?

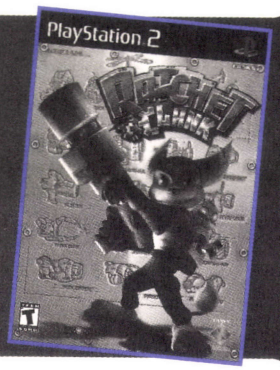
TP: I think, as usual, the thing that we as a team are always least satisfied with is the amount of time that we have to put stuff in. We always want to put more in. We had so many ideas for the game initially, and we had to plan for a Christmas release, so we had to cut some. You can add forever. Just like any work of art, you can always touch up things, you can decide to change the colors, whatever you want. When we planned out this project, though, we did plan for the exact number of levels that are in the game. And we did actually complete the levels to our satisfaction. We put in everything that we wanted to put in, plus we wanted to put in more special stuff...not to go against what I just said, but I don't think that anything we did we felt was incomplete.

T&T: Are there any items or weapons that didn't make it into the game?

TP: We came up with about 60 different weapons ideas in the beginning, and we discarded a lot of them because they were impractical. For instance, we abandoned the Gigant-o-ray, which would have turned little enemies into huge enemies, and the Shrink-o-ray, which would have had the opposite effect. But to actually make that practical would have taken a lot more work than we were willing to do, with so many weapons to prototype. Outside of the weapons, I think most of our ideas made it in. What's particularly satisfying is that we had planned 18 worlds from the beginning and we were able to get all 18 done. In past games, we've had to cut levels because we ran out of time.

T&T: Tell me something about the conflicts that arose between the artists and designers for the Metropolis stage.

TP: Metropolis was the biggest world



2 1 2 5 5 5 1 7 7 6—Max stats
2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
8 7 7 5 5 5 3 8 2 5—1st person view
8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Y**, **Y**, **X**. A message will appear to confirm the code.

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

Secret Codes

At any time during gameplay, enter any of the following codes rapidly. A message will appear on the screen upon entering a correct code.

Y, **A**, **X**, **B**, **A**, **Y**—Infinite health
X, **B**, **Y**, **A**, **X**, **B**—Infinite ammunition
Y, **B**, **A**, **B**, **Y**, **X**—Infinite Ring use

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the codes below. You'll hear a special sound effect after entering each code correctly.

Y, **Right**, **Right**, **B**, **Down**, **Y**—Unlock all levels in all modes except road trip
Y, **Up**, **B**, **Up**, **B**, **Y**—Unlock Chicago in road trip mode
Y, **Right Trigger**, **Left**, **Left Trigger**, **Right**, **Y**—Unlock Las Vegas in road trip mode
Y, **Down**, **Right**, **Up**, **Left**, **Y**—Unlock New Orleans in road trip mode
Y, **Up**, **Down**, **Down**, **Up**, **Y**—Unlock Boston in road trip mode
Y, **Left**, **B**, **B**, **Left**, **Y**—Unlock Los Angeles in road trip mode
Y, **A**, **A**, **B**, **B**, **Y**—Unlock Portland in road trip mode
Left Trigger, **Left**, **Left**, **Right**, **Right**, **Right**, **A**, **A**—Unlock all music tracks
Right Trigger, **Left**, **X**, **Left**, **X**, **Left**, **Right Trigger**—Unlock all Mat Hoffman videos
Right Trigger, **X**, **A**, **A**, **X**, **A**, **A**, **Right Trigger**—Unlock all Mike Escamilla videos
Right Trigger, **Y**, **X**, **X**, **Y**, **Y**, **Y**, **Right Trigger**—Unlock all Cory Nastazio videos
Right Trigger, **A**, **B**, **Down**, **Up**, **Right Trigger**—Unlock all Kevin Robinson videos
Right Trigger, **Left Trigger**, **Left Trigger**, **Right Trigger**, **Left Trigger**, **Left Trigger**, **Right Trigger**—Unlock all Simon Tabron videos
Right Trigger, **Up**, **Up**, **X**, **X**, **X**, **Right Trigger**—Unlock all Seth Kimbrough videos
Right Trigger, **Down**, **B**, **X**, **Down**, **B**, **X**, **Right Trigger**—Unlock all Nate Wessel videos
Right Trigger, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Right Trigger**—Unlock all Ruben Alcantara videos
Right Trigger, **Up**, **A**, **B**, **Down**, **Right Trigger**—Unlock all Joe Kowalski videos
Right Trigger, **Left Trigger**, **Right**, **Right Trigger**, **Left**, **Right Trigger**—Unlock all Rick Thorne videos

MAX PAYNE

Cheats Menu

At the main menu, press and hold **Left Trigger** + **Right Trigger** + **Left Thumbstick** + **Right Thumbstick**, then press **White**, **Black**, **Black**, **White**, **White**, **Black**. After entering this combination correctly, you'll see a special message appear on the screen.

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes

Each of the following codes must be entered quickly at the title screen when the words "PRESS START BUTTON" appear. When you press the last button in any code, hold it down until the corresponding text appears on the screen.

X, **B**, **L**, **R**—Unlock all modes and boxers
X, **B**, **Up**, **Down**—Big head mode
X, **B**, **Down**, **Up**—Small head mode
Down, **Up**, **B**, **X**—Two-dimensional mode

NASCAR HEAT 2002

Easily Complete Beat The Heat Challenges

At the main menu, press **Up**, **Down**, **Left**, **Right**, **White**, **Down**, **Down**. If you entered the code correctly, the menu will leave the screen and the re-appear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

NASCAR THUNDER 2002

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver.

Dave Alpern	Buster Auton
Scott Brewer	Audrey Clark
Rick Edwards	Michelle Emser
Katrina Goode	Diane Grubb
Jim Hannigan	Troi Hayes
Crissy Hillsworth	Traci Hultzapple
Rick Humphrey	Kristi Jones
Joey Joulwan	Cheryl King
Mandy Misiak	Josh Neelon
Dave Nichols	Kitt Paint
Benny Parsons	Ken Patterson
Dick Paysor	Tom Renedo
Sasha Soares	Chuck Spicer
Daryl Wolfe	

NBA 2K2

Secret Teams

Choose "Options" from the main menu, then select "Game Play." At the "Game Play" menu, hold **Left** on the D-Pad + **Right** on the Analog stick and press **START**. Next, return to the "Options" menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" (all in caps) at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams.

NBA INSIDE DRIVE 2002

Secret Codes

Enter the following codes at the "Codes" screen from the "Options" menu.

C A R D I O M A N—Infinite turbo
I G O T H O P S—Easy alley-oops
T H R E E 4 A L L—Easy three-pointers
S M A L L S H O E S—Tiny players
W I N D Y C I T Y—Chicago Skyline Stadium
G I M M E T H A T—Accept all trades
H O O L I G A N—Soccer ball basketball
G A M E O V E R—8-ball basketball
B A C H M A N—Xbox basketball
S A N D I N M Y S H O R T S—Beach ball basketball
S P I K E I T—Volleyball basketball
O L D S C H O O L—ABA Basketball
G O T G A M E—WNBA Basketball

NFL BLITZ 20-02

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the **Left Trigger**, **Right Trigger** and **A** buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (1-4-5-Left), press **L** once, **R** three times and **A** five times, then press **Left** on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes.

2-1-2-Right—More time to enter codes
4-1-5-Up—Infinite turbo
4-2-1-Up—Power-up defense
4-1-2-Up—Power-up offense
5-2-1-Up—Power-up linemen
0-3-2-Left—Fast running speed
2-4-0-Left—Fast passes
0-5-4-Up—Super blitzing
1-2-3-Left—Super field goals
3-1-4-Down—Smart CPU teammates
3-3-3-Down—Extra plays for offense
0-0-1-Right—Extra time after plays
2-0-0-Right—Big head
2-0-3-Right—Team big heads
1-4-5-Left—Huge head
0-2-5-Left—Big Feetz
0-2-5-Up—Chimp mode
0-2-5-Right—Power Loader (big shoulders)
2-5-3-Right—Team: Midway
2-5-4-Up—Team: Rollos
3-4-4-Down—Team: NeoTokyo
1-3-5-Left—Team: Cowboys
4-0-3-Right—Team: Crunch Mode
4-3-2-Down—Team: Brew Dawgs
5-4-3-Right—Team: Armageddon
0-4-5-Left—Team: Indians
5-0-1-Up—Team: Gsmers
3-1-0-Up—Team: Bilders
2-3-2-Down—Ground fog on
1-2-3-Right—Weather: Clear
5-5-5-Right—Weather: Rain
5-5-5-Left—Weather: Snow
0-3-0-Left—Classic ball
0-3-0-Down—Chrome ball
2-1-1-Left—Allow stepping out of bounds
3-4-5-Up—Butter Fingaz
3-5-1-Right—Showtime
0-1-2-Down—No CPU assist (teams must agree)
0-2-1-Right—See more field (teams must agree)
1-1-1-Down—Tournament Mode (in two-player game)
2-2-2-Left—Always QB (two humans per team)
2-2-2-Right—Always receiver (two humans per team)
3-2-1-Down—No highlight target on receiver
3-4-0-Right—Hide audible names
3-5-5-Up—No interceptions
5-2-3-Down—No random fumbles (teams must agree)
1-4-1-Up—No punting
2-1-0-Up—No first downs
5-5-4-Right—No replays

Secret Characters

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as the corresponding secret character.

BEAR—1985	CLOWN—1974
COWBOY—1996	DEER—1997
DOLPHIN—1972	EAGLE—1981
HORSE—1999	INDIAN—1992
LION—1963	PINTO—1966
PIRATE—2001	RAM—2000
RBL-DBN—9669	ROBOTR—1974
ROBOTS—1970	TIGER—1977
VIKING—1977	ZEMAN—1986

NFL FEVER 2002

Secret Code

Choose "User Profile" from the main menu, then select "Create User Profile" and enter the name "BROADWAY". All of the secret teams and stadiums will be unlocked.

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **X**, **Y** and **B** followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press **X** once, **Y** two times and **B** one time, then press **Left** on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No fake shots—4-2-4-Down
Late hits—3-2-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left
Infinite Turbo—4-1-3-Right

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

At any time during gameplay, hold down **L Trigger** + **R Trigger**, then enter any of the following codes:

BACK, **B**, **White**, **A**, **Right Thumbstick**, **Black**, **X**, **Right Thumbstick**, **Y**, **Left Thumbstick**—Invincible while controlling the Wind Dancer
BACK, **White**, **Right Thumbstick**, **X**, **Left Thumbstick**, **Y**, **Black**, **B**, **A**, **Left Thumbstick**—Infinite Wind Boost while controlling the Wind Dancer
Black, **B**, **Right Thumbstick**, **Left Thumbstick**, **A**, **X**, **Right Thumbstick**, **BACK**, **White**, **Y**—Upgrade the Wind Dancer to Galleon. This code will not take effect until you set sail to another island
A, **Y**, **Left Thumbstick**, **B**, **Right Thumbstick**, **BACK**, **Right Thumbstick**, **White**, **Black**, **X**—Invincible while controlling Katarina
Y, **BACK**, **A**, **X**, **Right Thumbstick**, **White**, **Left Thumbstick**, **Black**, **B**, **Left Thumbstick**—Obtain all Chest Keys
Right Thumbstick, **BACK**, **Black**, **Left Thumbstick**, **X**, **A**, **White**, **Y**, **Left Thumbstick**, **B**—Obtain next Sword power-up
B, **Right Thumbstick**, **White**, **X**, **A**, **Right Thumbstick**, **BACK**, **Left Thumbstick**, **Y**, **Black**—Obtain 1,000,000 Gold Doubloons
B, **White**, **BACK**, **Black**, **Right Thumbstick**, **Left Thumbstick**, **X**, **A**, **Right Thumbstick**, **Y**—Infinite supply of items upon pickup
Y, **A**, **X**, **B**, **White**, **BACK**, **Left Thumbstick**, **Black**, **Left Thumbstick**, **Right Thumbstick**—Buried treasure chests will be marked on the map as green Xs
Right Thumbstick, **A**, **B**, **Left Thumbstick**, **Y**, **White**, **BACK**, **Left Thumbstick**, **X**, **Black**—All other treasure chests will be marked on the map

Different Costumes for Katarina

At the main menu, hold down **L Trigger** + **R Trigger** + **Left Thumbstick** + **BACK** + **Up** (on the D-pad). As soon as all five buttons are held down simultaneously, the music at the title screen will change and a number will appear in the lower left corner of the screen. Press **Right Thumbstick** to cycle through 12 different sets of numbers. When you continue or start a new game, your character will look different depending on which number you selected.

PRISONER OF WAR

Secret Passwords

Enter any of the following codes at the "Passwords" screen from within the main menu:



that we attempted to create, about a third of the way into the project. And since it's a city that's supposed to stretch to infinity, it presented some real technical challenges for us. Obviously, we can't create a city that really goes on forever, but we wanted to give players that impression. There were more polygons planned for it than we could possibly draw, and it would have taken the artists more time than we actually had to build it. So we had to compromise here and there and come up with more efficient ways to build the city structures. The design requirements forced us to develop some new ways of working with our technology, and as a result, it enabled us to create bigger levels later in the game, like Gorda City Remains. The most massive worlds were where a lot of the friction arose between the designers and the artists, because the designers wanted to throw in everything, as they always do, yet the artists had to meet their own deadlines *and* keep everything in frame, so it's a lot of give and take. But that's what's great about Insomniac. Everybody works together to figure out solutions to problems during production.

***T&T:** I heard that* Ratchet & Clank *uses the graphics engine that Naughty Dog developed for* Jak & Daxter.

TP: To be official about it, we share technology with Naughty Dog. We have a technology sharing agreement, and luckily we are the first beneficiary of that agreement. We were able to take the code for their background en-

F A R L E Y M Y D O G—Unlock all "Secrets"
G E R 1 E N G 5—Unlock all chapters
A L L T I M E S—Be informed of all events in the day

PROJECT GOTHAM RACING

Cheat Code

At the "load or create new" screen, select "create new driver." Next, select "driver name" and input your name as "Nosliw." Note the capital first letter and the lowercase letters. Now all of the cars, body paint styles, courses and stages are unlocked.

RALLISPORT CHALLENGE

Secret Codes

At the main menu, select "Start Game," then select "Create new profile." Next, enter any of the following codes as your profile name. You won't receive any special confirmation, but you will see the corresponding items unlocked as you progress through the menus.
W h e e l T o W h e e l—Unlock Expert level events and cars
T h e G o o d S t u f f—Unlock Classic level events and cars
G e r o n i m o—Unlock Unlimited level cars and downhill events
T h e L o n g H a u l—Unlock Unlimited level cars and endurance events

REDCARD 20-03

Unlock Everything

Choose "Load/Save" from the main menu, then select "Create/Load Profile" and create a new profile with the name "BIGTANK". All of the secret teams, stadiums and Finals Mode will be unlocked.

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code.
All new characters—**Y, X, Up, Up, Up, Up**
Unlock Jungle stadium—**Up, Down, Left, Right, X, Y**
Unlock Oasis stadium—**Up, Up, Down, Down, X, X**
Unlock Pacific Atoll stadium—**Up, Up, Left, Left, Y, Y**
Unlock Alpen Castle stadium—**Up, Up, Up, Down, X, X**
Unlock Riviera Ruins stadium—**Up, Down, Down, Right, Y, X**
Unlock Reactor Core stadium—**Up, Left, Left, Right, X, Y**
Unlock all stadiums—**Up, Up, Up, Up, X, X**
Big hits—**Left trigger, Right trigger, Up, Up, X, Y**
Max. Power—**Left trigger, Right trigger, Left, Right, Y, Y**
Infinite Turbo—**Left trigger, Right trigger, Right, Up, X, X**
Infinite Spotlights—**Left trigger, Right trigger, Down, Right, Y, X**
Eyeball ball—**Right trigger, Right, Down, Up, X, X**
Black Box ball—**Right trigger, Left, Left, Down, X, X**
Earth ball—**Right trigger, Right, Right, Left, X, X**
Rusty can ball—**Right trigger, Left, Up, Up, Y, Y**
Magic 8-ball—**Right trigger, Right, Up, Up, Y, Y**
Beach ball—**Right trigger, Right, Right, Down, Y, X**
Crate ball—**Right trigger, Left, Down, Right, Y, X**
Kids rubber ball—**Right trigger, Right, Up, Down, X, Y**
Kids block ball—**Right trigger, Left, Right, Right, Y, Y**
Old-school soccer ball—**Right trigger, Right, Left, Left, Y, X**
"Rob Willock's head" ball—**Right trigger, Left, Up, Left, Y, X**
All items—**Left, X, Left, X, Left**
Big heads—**Right trigger, Left trigger, Up, Up, Y, Y**

THE SIMPSONS: ROAD RAGE

Secret Codes

Enter any of the following codes at the "Options" screen:
Hold **Left Trigger + Right Trigger** and press **B, B, Y, X**—Drive Red Soapbox Car
Hold **Left Trigger + Right Trigger** and press **B, B, Y, Y**—Drive as Smithers in Mr. Burns' Car
Hold **Left Trigger + Right Trigger** and press **B, B, Y, A**—Drive Nuclear Bus
Hold **Left Trigger + Right Trigger** and press **B, B, X, Y**—Drive as New Year's Krusty
Hold **Left Trigger + Right Trigger** and press **B, B, X, A**—Drive as Halloween Bart
Hold **Left Trigger + Right Trigger** and press **B, B, X, X**—Drive as Thanksgiving Marge
Hold **Left Trigger + Right Trigger** and press **B, B, X, B**—Drive as Christmas Apu
Hold **Left Trigger + Right Trigger** and press **B, B, B, B**—Extra camera views
Hold **Left Trigger + Right Trigger** and press **A, A, A, A**—Nighttime mode
Hold **Left Trigger + Right Trigger** and press **A, B, Y, X**—Slow-Motion mode
Hold **Left Trigger + Right Trigger** and press **X, X, X, X**—Flat characters
Hold **Left Trigger + Right Trigger** and press **B, B, A, A**—Show collision lines

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes:
K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
G I R L N E X T D O O R—Play as Mary Jane
H E R M A N S C H U L T Z—Play as Shocker
S E R U M—Play as a scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
T H U G S R U S—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C E Y—Play as a helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
J O E L S P E A N U T S—Enemies have big heads + feet
U N D E R T H E M A S K—First-person view

SPLASHDOWN

Cheats Menu

Choose "Options" from the main menu, then hold **Right Trigger** and press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B**. You will automatically enter a "Cheats" menu where you can enter any of the following codes. You must enter this code each time you want to access the cheats menu. You will hear an engine sound each time you enter a code correctly.
A l l C h a r—Unlock all characters
P a s s p o r t—Unlock all courses
F e s t i v a l—Unlock all videos
L a P i n a t a—Unlock all characters and wetsuits
A l l O u t A I—Tougher opponents
H o b b l e—Weaker opponents
P M e t e r G o—Maximum Performance Meter
I B e l i e v e—Time trial ghost is a UFO
F 1 8—Time trial ghost is an F-18 jet

SPY HUNTER

Secret Codes

At the profile menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu. Upon entering the "original *Spy Hunter*" code correctly, the special game will immediately appear instead. In this mode, use **R Trigger** to accelerate and **L Trigger** to shift between low and high gear.
O G S P Y—Play the original *Spy Hunter*
G U N N—Unlock "Saliva: The Spy Hunter Theme" movie
S A L I V A—Unlock "Saliva: Your Disease" movie
M A K I N G—Unlock "Making of Spy Hunter" movie
W O O D Y—Unlock "Early Test Animatic" movie
S H A W N—Unlock " Spy Hunter Concept Art" movie

SSX TRICKY

Secret Codes

Enter the following codes at the title screen, when the words "Start Game" and "DVD Content" appear. You'll hear a special sound effect after releasing **L Trigger + R Trigger** for each code. For all the codes except the first one, you will not be able to see the effects until gameplay begins. For example, for the Mix Master Mike code, he won't appear on the character select screen, but after choosing any character, he will appear when gameplay begins.
Maximum stats for all characters—Hold **L Trigger + R Trigger** and press **Y, Y, Right, Y, Y, Down, A, A, Left, A, A, Up**
Play as Mix Master Mike—Hold **L Trigger + R Trigger** and press **A, A, Right, A, A, Down, A, A, Left, A, A, Up**
Special outfit and board for Elise only—Hold **L Trigger + R Trigger** and press **A, A, Right, B, B, Down, Y, Y, Left, X, X, Up**
Board sticks to the ground more easily—Hold **L Trigger + R Trigger** and press **X, X, Right, Y, Y, Down, B, B, Left, A, A, Up**

STAR WARS: OBI-WAN

Unlock All Missions

At the title screen, select "New Game" and enter your name as "G R E Y T H E R A T." You'll begin playing at the bonus Battle Royale mission. To access any other mission in the game, press **START** to pause, then press **X** to go to the Select Mission screen.

STAR WARS: JEDI STARFIGHTER

Cheat Codes

Select "code" from the Options menu and enter any of the following codes:
A R T O O—Invincible mode
L O N G O—Unlock all story missions and bonus features
D A R O N—Director mode
D I R E C T O R—Director mode
H E R O E S—View heroes gallery
P L A N E T S—View planets gallery
S H I P S—View ships gallery
S I M O N—View secret image
J A R J A R—Jar Jar mode
E U R O P A—Unlock everything
N O H U D—No on-screen interface elements during gameplay

STAR WARS STARFIGHTER: SPECIAL EDITION

Secret Codes

Enter any of the following codes at the "Code Setup" screen from the Options menu. A special message will appear after entering a correct code.

STREET HOOPS

Cheat Codes

From the main menu, select "Game Settings," then select "Cheats." Next, enter any of the following cheats:
R, X, X, X, R, Black, Y, White—Theft mode enabled
R, Y, Black, White—Block Party enabled
White, Y, Black, Y—Power Game enabled
R, Black, R, L, Y, X, R, L—Brick City clothing
X, L, X, Y—Clown players
Y, White, White, R—Cowboy players
Y, Black, White, Black, Black, White, L, Black—Elvis players
Y, Y, X, L—Kung Fu players
R, X, Y, Black—Pimp players
White, Black, White, Black—Santa Claus players
Black, Black, Y, X—Tuxedo players
White, White, Y, Black—Black ball
Y, White, X, White—Red, white and blue ball

TONY HAWK'S PRO SKATER 2X

Secret Codes

Press **START** during a game and enter any of the following codes at the "Paused" menu; the menu will shake to confirm each code.
Hold **Left Trigger** and press **White, B, Up, A, Right, Down, START**—Unlocks secret Treyarch decks
Hold **Left Trigger** and press **START, Black, A, B, START**—Characters don't bleed
Unlock Almost Everything
Start a game in career mode, then press **START** to pause. At the "Paused" menu, hold **Left Trigger** and press **START, A, White, Up, Right, Down, A, Y, B, A, B, Y**. The screen will shake to confirm the code. This code unlocks all cheats at the Options menu, all stages in Free Skate mode, all secret characters (except Private Carrera) and gives you $900,000 to spend at the Skate Shop.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
T E A M F R E A K—Unlocks all skaters
N E V E R B O A R D—Unlocks all decks for the current skater
J U I C E 4 M E—Gives the currently-selected skater enough stat points to max out all statistical categories
S T I F F C O M P—Complete all Career mode goals for the currently-selected skater (this code also unlocks all of the levels in the remaining game modes)
R O L L I T—Unlocks all movies

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat." Next, enter any of the codes below. In order to access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.
S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
Z O O—Play Zoo mode

gine and analyze it at the beginning of our production process. We ended up using some of their code in our game, plus we rewrote a lot of the code to fit the requirements of our design. They had come up with some fantastic proprietary techniques for drawing background objects. We modified it for *Ratchet & Clank* to work with the kind of worlds that we wanted to build. And we are giving everything we modified back to them, including the tools we developed. Now we're shipping everything back to Naughty Dog in the hopes that it will help them with their next game. So it's a pretty unique back and forth arrangement. If it wasn't for Jason Rubin having called me up and saying, "Hey Ted, are you interested in checking out our engine?" this project would not exist in the form you see it now. So I think we owe a lot to Naughty Dog and to Jason for being so generous.

T&T: Why didn't you guys try to re-write the graphics engine for Spyro on the PS2?

TP: We had been developing a background engine for the PS2, but Naughty Dog had spent much more time on the PS2 than we had. And they developed these techniques that were just fantastic. There have been a lot of people saying, "*Ratchet & Clank* uses *Jak & Daxter*'s technology," which isn't really accurate, since there are a lot of engines in *R&C* other than the background engine that we developed from scratch. But that doesn't really matter. I mean, come on...if you're playing a game, are you really thinking



PlayStation tips

007 RACING

Secret Vehicle

At the title screen, press **L1**, **R1**, △, ○, ×. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

Below you can find some requirements on how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Complete the mission with at least 85% health intact.

"Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission.

"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

ARC THE LAD COLLECTION

Hidden Game

Load the "Making of *Arc the Lad*" disc, then—when the main menu appears—press ○, ○, ×, □, □, △, ○, ×, □, **START**. A hidden checkers game called "*Arc the Lad* Slime Time!" will appear.

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press ○ + × + **START**. The game will pause. When you press **START** again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press △ + □ + **START**. The game will pause. When you press **START** again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press □, ○, **L1**, **R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press □, ○, **R1**, **L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

BATTLE HUNTER

Secret Characters

At the main menu, select the Office icon, then select the Registration icon. Next, enter any of the following names to create a secret character:

S H U I C H I
V I K E I F

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down**, **Right**, **Up**, **Left**, **L2**, **L1**, **R2**, **R1**

Unlock Infinite Health—**Left**, **Left**, **Left**, **Right**, **L2**, **L1**, **R2**, **R1**

Unlock All Items—**Right**, **Left**, **Up**, **Down**, **L2**, **L2**, **R2**, **R2**

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press ×, □, **R2**, **L1**, ○, ×, □, □, □. You'll then be able to enter any stage.

BUILDER'S BLOCK

Unlock All Areas

At the main menu, press **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **Left**, **Right**, △; you'll hear a chirping sound to confirm the code. Choose "Puzzle Mode" and you'll find that all of the areas have been unlocked.

Secret Characters

Choose "Arcade Mode" from the main menu, then wait through the demo for the white Arcade Mode title screen to appear. When the words "Game Over" and "Push × Button" are flashing, press **L1**, **Left**, **Right**, **Left**, **L1**; you'll see Youen and Aifa appear in the corner of the screen, indicating that the secret characters Ranju and Gaira are now unlocked at the Arcade Mode Player Select screen.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing:

• Access All Characters—**Right**, **Right**, △, **Left**, **Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• Tarot Reading—**Up**, △, **Down**, △, **Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode—△, **Left**, **Right**, **Left**, △

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• "Talk Demo" Mode—□, **Up**, **Left**, **Down**, **Right**, **Up**, □, **Down**, **Left**, **Up**, **Right**, **Down**, □

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

C-12 FINAL RESISTANCE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes:

Invincibility—Hold **L2** and press **Up**, **Left**, **Down**, **Right**, △, □, ×, ○

All weapons—Hold **L2** and press **Up**, **Left**, **Right**, **Down**, △, □, ○, ×

Unlock all weapons' secondary attacks—Hold **L2**, press **Up**, **Down**, **Left**, **Right**, △, ×, □, ○

Infinite ammo—Hold **L2** and press **Down**, **Left**, **Right**, ×, □, ○

Collect shield—Hold **L2** and press **Up**, **Left**, **Right**, △, □, ○

Stealth mode—Hold **L2** and press ×, ×, □, □, △, △, ○, ○, ×, ×

CASTLEVANIA CHRONICLES

Extra Option

At the main menu, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ×. If you entered the code correctly, the "Extra Option" screen will appear automatically.

Sound Module Setting

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1** + **R2** and press ×. Now you can choose from three additional soundtrack variations before the game begins.

COLIN MCRAE RALLY 2.0

Secret Codes

Choose any game mode at the main menu, then select "Create New Driver Profile" at the Driver Select screen. Next, input any three letters at the Tag Entry screen. Finally, at the Name Entry screen that follows, enter any of the following codes. After entering a correct code, you'll return to the Driver Select screen automatically. Note: The "_" character represents a space.

h e l l o c l e v e l a n d—Unlock all tracks
o n e c a r e f u l o w n e r—Unlock all cars
h e l l o _ r a z u _ a n d _ f l e a—Main menu displays the outline of a cat

More Codes

The following codes are entered in the same way as the previous ones; however, after entering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each effect on or off.

g r e a t b a l l s o f—Fireball
m o o n l a n d e r—Reduced gravity
r o r r i m s k c a r t—Mirror tracks
n e u r a l n i g h t m a r e—Aggressive cars
r u b b e r t r e e s—Bouncy collisions
r o c k e t f u e l—Turbo boost
e a s y r o l l e r—Monster truck
p r u n e j u i c e—Faster cars

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."

Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1** + **R1** and press **Down**, **Right**, △, **Down**, **Left**, △, **Up**

Unlock Ripper Roo—Hold **L1** + **R1** and press **Right**, ○, ○, **Down**, **Up**, **Down**, **Right**

Unlock Dr. N. Tropy—Hold **L1** + **R1** and press **Down**, **Left**, **Right**, **Up**, **Down**, **Right**, **Right**

Unlock Papu Papu—Hold **L1** + **R1** and press **Left**, △, **Right**, **Down**, **Right**, ○, **Left**, **Left**, **Down**

Unlock Komodo Joe—Hold **L1** + **R1** and press **Down**, ○, **Left**, **Left**, △, **Right**, **Down**

Unlock Pinstripe—Hold **L1** + **R1** and press **Left**, **Right**, △, **Down**, **Right**, **Down**

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1** + **R1** and press **Right**, **Right**, **Left**, △, **Right**, **Down**, **Down**

Super Turbo Pads—Hold **L1** + **R1** and press △, **Right**, **Right**, ○, **Left**

Infinite Bombs—Hold **L1** + **R1** and press △, **Right**, **Down**, **Right**, **Up**, △, **Left**

Infinite Wumpa Fruit—Hold **L1** + **R1** and press **Down**, **Right**, **Right**, **Down**, **Down**

Infinite Masks—Hold **L1** + **R1** and press **Left**, △, **Right**, **Left**, ○, **Right**, **Down**, **Down**

Invisibility—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Up**

Unlock Scrapbook—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **Right**, △, **Right**

CYBER TIGER

Passcodes

To reach the Passcode screen, press ○ at the "Courses" screen.

H A R E S O—Unlock Cyber Badlands
N A M O P I—Unlock Cyber Canyons
S E C A R E—Unlock Cyber Sawgrass
P O R A S O—Unlock Cyber Summerlin
P O Q A K I—Unlock all courses

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DESTRUCTION DERBY 2

Access All Tracks

Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r".) Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice".) Now choose a track; you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate De-



about the technology that went into making it? Who cares where it came from? What matters is that consumers have two great, completely different games to play if they're looking for fun in the character action genre.

T&T: Were there any unexpected major issues that arise from developing a game with a large staff like you have now that did not exist in your first couple of titles when the staff was much smaller?

TP: That's a great question. Ironically, we have almost exactly the same issues. When we had a small staff, our philosophy was that everyone contributes to design. You would think that as the company gets bigger, this philosophy would be more difficult to maintain, because now you have 45 people contributing versus, say, five people. But it hasn't been and it's the cornerstone of our existence today.

Over the years we've become more structured; for instance, we have departments now. I find it funny that even though we have 45 people, we are more organized than when we had five people. People now have more specific tasks, and even though they can contribute to any design aspect of the process, everyone know what he or she has to do and what his or her deadlines are. Back when were were five or ten people, people were wearing a lot of different hats, so it was more difficult to meet the deadlines. [For example], say AI was responsible for writing the engine but he's also responsible for the HUD and the save system, all of which are crucial parts of the

struction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3.

See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T', "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDITZ!" instead, you'll see an alternate credit sequence with caricatures of the game's creators.

DEXTER'S LABORATORY: MANDARK'S LAB?

Secret Codes

At the main menu screen, hold **L1 + L2 + R1 + R2** and enter any of the following codes; you'll hear Mandark say, "Dexter, you must be cheating!" each time you enter a code correctly.

Down, ○, ○, △, ○, **Right**—Infinite tries in mini-games

□, ○, ○, **Up**, △, □—Unlock level-select option at the main menu (press **Left** or **Right** to change the starting level)

○, **Left**, ○, **Up**, **Down**, □—Unlock all mini-games and difficulty levels in Challenge mode

○, ○, **Left**, ○, **Up**, **Right**—Unlock all Vault items

Left, ○, ○, **Up**, □, △—Have all blueprint enhancements in mini-games (Challenge mode only)

Down, △, **Down**, △, **Down**, △—Unlock "whack-a-mole" game at the Vault screen

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, □

Map All Things On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, ○

Lots of Goodies!—×, △, **L1**, **Up**, **Down**, **R2**, **Left**, **Left**

All Powerful Mode On (Invincibility)—**Down**, **L2**, □, **R1**, **Right**, **L1**, **Left**, ○

X-Ray Vision—**L1**, **R2**, **L2**, **R1**, **Right**, △, ×, **Right**

Level Warp—**Right**, **Left**, **R2**, **R1**, △, **L1**, ○, × (press **Left** or **Right** to change the stage number.)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L1**, **L2**, **R1**
- Invincibility—**L2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**, **L1**
- Immunity (Police never chase you)—**L1**, **L2**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **R1**, **R1**, **L1**, **L1**, **R2**
- Rear Wheel (Car has rear wheel drive)—**R1**, **R1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**
- Minis (Cars appear much smaller)—**R1**, **R2**, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **L2**, **L2**, **L2**
- Stilts (Extremely long suspension)—**R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **L2**, **L1**, **R2**, **R1**
- Antipodean (Screen appears upside-down)—**R2**, **R2**, **R1**, **L2**, **L1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **R2**, **L1**

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang

At the main menu—the one that says "1P Battle, Versus," etc.—press **Left**, **Left**, **Up**, **Down**, △, □, **L1**, **R1**; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any **L** or **R** button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

EAGLE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions—**R1**, **L1**, **R2**, **L2**, **START**

Infinite ammo—**R1**, **L1**, **R2**, **L2**, **R1**

God mode—**R1**, **L1**, **R2**, **L2**, **L1**

FANTASTIC FOUR

Cheat Mode

At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1 + L2 + R1 + R2** at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1 + L2 + R1 + R2** during gameplay to access a stage-select menu. Press **Up** or **Down** and use the △ and × buttons to choose a stage, then press **START** to warp there.

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2: Tap **L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + △**; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right**, □, △, □, △, **R1**, **L1**, **R1**, **L1**, ○. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right**, □, △, □, △, ×.

GEX: ENTER THE GECKO

Invincibility

During the game, press **START** to pause, then hold the **L2** button and press **Left**, **Right**, △, **Down**, **Right**, **Left**.

Infinite Lives

During the game, press **START** to pause, then hold the **L2** button and press **Up**, **Up**, **Down**, **Right**, △, **Down**.

Random Speech

During the game, press **START** to pause, then hold the **L2** button and press △, **Left**, ○, **Up**, **Down**. When you unpause, press **SELECT** at any time to make Gex say a random one-liner.

Stage Timer

During the game, press **START** to pause, then hold the **L2** button and press **Right**, △, **Right**, **Left**, △, ×. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press **SELECT** to call up your current game's stats, then hold the □ button to see your best times for each level.

Stage Select

During the game, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Down**, **Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or × to cycle between three different menus.

Debug Menu

When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Down**, **Right**, **Right**, △, **Right**, **Left**, △, ×, **Right**, △, **Right**, **Left**, △, ×. When you unpause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2**, **R1**, □, □, **Up**, **Down**, □, □, **R2**, **R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "W E Y H E Y" to start with 9,999,990 points.
- Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
- Enter "E A T T H I S" to max out your "Wanted" level.
- Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Secret Codes

Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

G R A S S—No police

O L D B I L L—Maximum filthometer

S I D E B U R N—Bonus multiplier starts at x5

B I G B E N—Start with 9,999,990 points

M C V I C A R—Start with 99 lives

R A Z Z L E—Stage select

H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press × again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

Start with $1,000,000—B I G S C O R E

Start with all weapons and 99 ammo—N A V A R O N E

Start with x5 Multiplier—H I G H F I V E

No Police—L O S E F E D S

Display Coordinates—W U G G L E S

Area Select—I T S A L L U P

Start with unlimited health—L I V E L O N G

Start with maximum Wanted Level—D E S I R E S

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold □ + **R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

GUNFIGHTER: THE LEGEND OF JESSE JAMES

Cheat Menu

Note: You must have an analog or Dual Shock controller to enter this code. At the main menu, press the **L3** button (push the left analog stick into the controller) and continue to hold it down. After three seconds, a small box will drop from the top of the screen. While continuing to hold **L3**, press △, ×, □, ○, ○, □, △, ×; a message will appear to confirm the code. Now start a game in any mode, press **START** to pause and select "Options" from the pause menu. You'll find a new option called "Developer Cheats" which allows you to turn on various cheats and unlock all of the levels.

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1 + L2 + R2 + R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HOOTERS ROAD TRIP

Cheat Codes

Choose "Map" from the main menu. When the map appears, enter either of the following codes:

Up, **Down**, **Left**, **Right**, **R1**, **L2**, **L1**, **R2**—Unlock all vehicles

R2, **L1**, **R1**, **L2**, **Left**, **Up**, **Down**, **Right**—Unlock all tracks

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press × to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

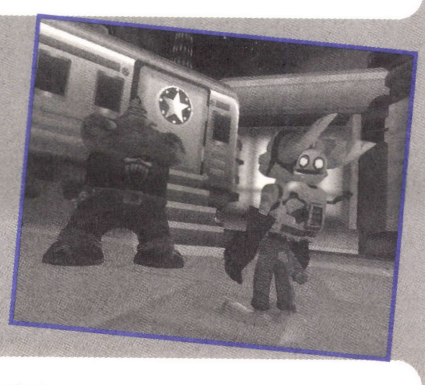
At the Character Select menu, highlight a golfer, hold **L1** and press ×. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

PlayStation tips

game. Sometimes when people have such disparate responsibilities, it's difficult to prioritize them. Though using AI as an example isn't the most illustrative, since he's always got his stuff done on time. The fact is that the more hats people are forced to wear, the more things end up dropping though the cracks. These days the team has a pretty efficient production pipeline. [*Ratchet & Clank* Design Consultant] Mark Cerny has helped a lot with his ideas about prototyping. We have been though this process together now for the last eight years with Mark, and I think both he and Insomniac have learned a lot of good approaches to production.

T&T: Tell me about the A.C.T. (Active Challenge Tuning) feature that you guys implemented in the third Spyro game.

TP: Brian Hastings came up with that; it tunes the game on the fly, based on the player's performance. We also implemented it in *Ratchet* for some segments of gameplay in which it was appropriate. Here's a good example: In the sewer challenge in Blackwater City, the one where you're running through the sewers and the water is rising, it's really hard at first. But if you continue to drown, then the water rises more and more slowly. We also implemented A.C.T. in the hoverboard races. It's a system that Brian came up with that really helps novice players. At the same time, because the system is based on a player's performance (or, specifically, on how many times he or she is failing to complete a segment of the game), expert players still get plenty of challenge.



HOT SHOTS GOLF 2

Unlock Everything

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS EXTREME RACING

Secret Codes

Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen:

X T R C H T !—Unlocks "Cheat Menu" option on the "Misc." menu

A N D Y—All skulls become monkey faces

S K U L L—All skulls become monkey skulls

U S D—Upside-down races

N O B O D Y—Invisible vehicles

V E R S I O N—Display the game's version number and date at the main menu

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—**R2**, **L1**, □, △, **R1**, **L2**, **L1**, **R2**

Small cars—□, **R2**, **L2**, △, △, **L2**, **R2**, □

Large tires—□, △, □, △, **R1**, **R1**, **L2**, **L2**

No graphic textures on cars—**L1**, **R1**, **L2**, **R2**, **L1**, **R1**, **L2**, **R2**

Alternate sound effects + announcer—**R2**, **R1**, **L2**, **R2**, □, △, **L1**, **R1**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun

At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:

Hold **Right** or **Left**—Skinny player

Hold **Up** or **Down**—Big head player

Press X—Whistle sound effect

Press □—"Boo" sound effect

Press △—Bicycle horn sound effect

Press ○—Drum hit sound effect

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1** + **R1** and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

THE ITALIAN JOB

Secret Codes

Enter any of the following codes at the main menu screen. Each time you enter a code correctly, you'll hear a crowd cheer and the screen will dim momentarily.

Unlock all Italian Job missions—○, ○, △, □, □

Unlock all Destructor missions—△, □, □, △, □, □, △, ○, ○, ○

Unlock all Checkpoint missions—○, □, △, □, △, □, △, □, ○

Unlock all Challenge missions—□, □, △, ○, ○, □, △, ○

Unlock vehicles and Turin stage in Free Ride—□, △, □, ○, ○, ○, △, ○

Unlock all missions—△, △, ○, △, ○, △, □, △, □, △

JET MOTO 2

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".

2) Choose "1 Player" at the main menu; highlight Li'l Dave, press X, then press △ until you get back to the main menu.

3) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **R2**, **R1**, **L2**, **L1**; you won't get any confirmation of this code.

4) Return to the Options menu and set the Laps Per Race to "3".

5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.

6) At the main menu, quickly press **Up**, **Left**, **Down**, **Right**, □, **R2**, ○, **L2**; you will hear a signal to confirm this code.

7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".

8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.

9) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**; you won't get any confirmation of this code.

10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".

11) At the main menu, quickly press **R2**, **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**; you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left**, □, **Down**, △, **Right**, ○, **L1**, **R1**; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

KURT WARNER'S ARENA FOOTBALL UNLEASHED

Secret Cheats

At the versus screen just before the game starts—immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left), press Turbo once, Jump two times and Pass three times, then press **Left** on the D-pad. A message will appear to confirm each code.

Super field goals—1-2-3-Left

Allow stepping OB—2-1-1-Left

Power-up blockers—3-1-2-Left

Fast passes—2-5-0-Left

Super passing—4-2-3-Right

Huge head—0-4-0-Up

No first downs—2-1-0-Up

No interceptions—3-4-4-Up

Infinite turbo—5-1-4-Up

Super blitzing—0-4-5-Up

Power-up teammates—2-3-3-Up

Power-up defense—4-2-1-Up

Show field goal %—0-0-1-Down

No random fumbles—4-2-3-Down

Hide receiver name—1-0-2-Right

Big football—0-5-0-Right

Team tiny players—3-1-0-Right

Team big players—1-4-1-Right

Team big heads—2-0-3-Right

Big head—2-0-0-Right

Avengers stadium—1-1-5-Left

Show more field—0-2-1-Right

No CPU assistance—0-1-2-Down

Power-up offense—3-1-2-Up

Headless team—1-2-3-Right

Fast turbo running—0-3-2-Left

Invisible—4-3-3-Up

Hyper blitz—5-5-5-Up

LARGO WINCH.//COMMANDO SAR

Cheat Code

At the main menu, press **SELECT**, □, □, ○, ○, △, □, △, ○. A cheat menu will appear with "Invisible" and "Silent" options; turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press **Left** or **Right** to choose any stage).

LOONEY TUNES RACING

Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course:

Foghorn Leghorn—**Right**, **Right**, **L2**, □, □, **SELECT**

Pepe Le Pew—**Left**, **Right**, **R1**, ○, □, **SELECT**

Yosemite Sam—**Left**, **Right**, **R2**, □, ○, **SELECT**

Sylvester—**Left**, **Left**, **L1**, △, **L1**, **R1**, **SELECT**

Rocky— △, **Left**, **R2**, ○, ○, **SELECT**

Granny—○, △, △, **L1**, **R1**, **SELECT**

Gossamer— △, ○, **R2**, **R1**, □, **SELECT**

Duck Dodgers—**L1**, □, □, △, ○, **SELECT**

Evil Scientist—□, ○, **L2**, **R2**, △, **SELECT**

Smokey The Genie—□, **L1**, **R1**, △, ○, **SELECT**

Hector— △, **L2**, **L1**, △, □, **SELECT**

Planet Y—**Right**, **Left**, △, **L2**, **L1**, **SELECT**

Wackyland—**L1**, ○, □, **R2**, △, **SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, △, **START**. You'll access a secret minigame—similar to Atari's *Warlords*—for up to eight players.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr. Doom—Press **Down**, **Down**, then press and continue to hold X, then ○, then **R1** (you should still be holding X and ○ when you press **R1**)

• Thanos—Press **Up**, **Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold X, then ○, then **R1** (you should still be holding **Down** + X + ○ when you press **R1**)

• Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button

• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button

• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button

• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button

• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button

• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button

• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The EX Option menu will appear.

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.

Perfect balance—Hold **L1** and press □, **Left**, **Up**, **Right**.

Display balance meter during grinds—Hold **L1** and press **Left**, ○, □, △, □, ○, X

Infinite Special—Hold **L1** and press **Left**, **Down**, △, ○, **Up**, **Left**, △, □

Big wheels—Hold **L1** and press **Down**, ○, ○, **Down**

Add eight minutes to your remaining time—Hold **L1** and press □, **Up**, ○, X

Point values x10—Hold **L1** and press □, ○, ○, **Up**, **Down**, **Down**

Point values divided by 10—Hold **L1** and press **Down**, **Down**, **Up**, ○, ○, □

Secret Character: Granny

Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.

C O O L C H I C K—Secret Screen 1

A J R U L E S—Secret Screen 2

D W I G A L L E R Y—Secret Staff Photo Gallery

D W I M O H T E A M—Secret Team Gallery

C A P T A I N D Y E—Captain Dye Mode

DENNISMODE—Nifty Multiplayer Power-ups

S P R E C H E N—American Movie Mode

B R A D A L A R M—Temperamental Tocsin

T R A C E R O N—Wireframe Mode

I C O S I D O D E C—4x Firing Rate

G O B L U E—Reflecting Shots

B A D C O P S H O W—Unlimited Ammo

M O S T M E D A L S—Audie Murphy Mode

I N V A S I O N—Unlock Mission 1 in the Gallery

B I G G R E T A—Unlock Mission 2 in the Gallery

D A S B O O T—Unlock Mission 3 in the Gallery

S T U K A—Unlock Mission 4 in the Gallery

K O M E T—Unlock Mission 5 in the Gallery

T W O S I X T W O—Unlock Missions 6 and 7 in the Gallery

VICTORYDAY—Unlock Victory! in the Gallery

Z E R S T O R E N—Unlock Mission 2

B O O T S I N K T—Unlock Mission 3

S E N F G A S—Unlock Mission 4

S C H W E R E S—Unlock Mission 5

S I C H E R U N G—Unlock Mission 6

G E S A M T H E I T—Unlock Mission 7

WECANDOIT—Unlock Rosie in Multiplayer

E V I L K U R T—Unlock Kurt in Multiplayer

I N T H E N A V Y—Unlock Jens in Multiplayer

TIREDJOHAN—Unlock Johan in Multiplayer

D A S B O O T Y—Unlock Jürgen in Multiplayer

MANLYMAN—Unlock Manfred in Multiplayer

S C A R Y K A R L—Unlock Karl in Multiplayer

H O O D D O W N—Unlock Felix in Multiplayer

R O C K E T M A N—Unlock Von Braun in Multiplayer

A R T C R I T I C—Unlock Ernst in Multiplayer

C O O L S H A D E S—Unlock Egon in Multiplayer

H O O D U P—Unlock Wolfgang in Multiplayer

B I G F A T M A N—Unlock Müller in Multiplayer

FINESTHOUR—Unlock Winston in Multiplayer

H E R R Z O M B I E—Unlock Otto in Multiplayer

B E A C H B A L L—Unlock Noah in Multiplayer

W O O F W O O F—Unlock Bismarck in Multiplayer

I K E A N D K E N—Unlock Rizal in Multiplayer

N U T C R A C K E R—Unlock Panzerknacker in Multiplayer

S S P I E L B E R G—Unlock Steven in Multiplayer

P A Y B A C K—Unlock Will in Multiplayer

M A C O O C O O—Unlock Game Werks Theater in Multiplayer

S P Y S C H O O L—Unlock Site Seeing Theater in Multiplayer

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

D W I E C R A N S—Staff screens

M O H U E Q U I P E—More staff screens

M O H D E S S I N S—Cartoon gallery

R I C O C H E T—Bouncing Bullets

L A T I R E U S E—Podoski Mode

B A L L E S V I T E—4x Firing Rate

P U I S S A N C E—Invulnerability Mode

A U T O D I N G U O—Wacky Taxi Mode

Unlock Everything

First, enter E N T R E Z V O U S as a password. Now enter any of the following passwords:

P O R T E C L E F S—Unlock everything except Panzerknacker Unleashed!

L E M O N S T R E—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode

At any time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left**, ○, **Up**, **Down**, **Right**, ○, **Left**, **Left**, △, **Right**, ○, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the ○ button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MEGA MAN X5

Start With Ultimate Armor

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MEGA MAN X6

Secret Codes

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

• Ultimate Armor X—Press **START** at the first title screen, then press **Left**, **Left**, **Left**, **Right** at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.

• Nightmare Zero—Press **START** at the first title screen, then press **L1**, **L1**, **L1**, **R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left**, **Right**, □, ○, **Left**, **Right**, □, ○

Slow down computer cars—○, △, □, ×, ○, △, □, ×

Super speed—×, ○, □, △, ×, ×, ×, ×

Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**

Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up**, **Down**, **Down**, □, ○, ○, △, ×. With the Debug code in place, the following options become available:

• Press □ + ○ + △ + × to make all of the vehicles on the track explode

• Hold **SELECT** and move the D-pad to tilt or rotate the camera angle

• Hold **SELECT** and press **L2** or **R2** to zoom in or out

• Hold **SELECT** and press □ to have the computer control your car

• Hold **SELECT** and press × to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

• Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.

• Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MONSTERS, INC. SCREAM TEAM

Secret Codes

Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.

Hold **L1** + **R2**, press ○, ○, ○, ○, △, □, □—99 lives

Hold **L1** + **R2**, press ○, ○, ○, ○, □, □, △—Full scare meter

Hold **L1** + **R2**, press ○, ○, ○, ○, □, △, △—Full health

MOTOR TOON GRAND PRIX

Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press × or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press × or ○ during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press × or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

Extra Options

At the main menu, highlight "Options", hold **L1** + **L2** + **R1** + **R2** and press ×. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

THE MUMMY

Secret Bonus Codes

At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:

△, ×, △, ○, □, △, ○, ×—Unlock bonus level

○, □, ○, ×, ×, △, △, □—All weapons available

×, △, ×, □, ○, △, □, △—Unlimited ammo

○, ○, △, ○, ×, □, □, ×—Infinite lives

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

× × □ × × × △ △—Infinite Firewalls

□ × ○ □ × □ ○ □—Infinite weapons

○ × × △ □ △ □ ○—Infinite lives

□ △ ○ △ × △ □ ×—Access any level

□ □ □ △ ○ △ □ □—Bonus level access

× × × □ △ ○ × △—Enable fifth ship (Speedcore)

○ × □ △ △ ○ △ ○—Activate "water" effect

□ △ × △ ○ □ △ ×—Bonuses don't reset when you die

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

• Refill Shield—**SELECT**, ○, **Right**, **Up**, **Up**, **L1**, **L1**, ×

• Warp Speed Boost—○, □, ○, □, △, △, △, ×

• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)

• First-Person Viewpoint—△, ○, □, □, △, △, **SELECT**, **START**

• Randomize Level Curves—○, **SELECT**, **Left**, □, □, **Down**, **Up**, ×

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1** + **R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1** + **R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1** + **R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, ○, □ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold **L1** + **R2** + △ + ○. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

Access Ford Indigo car—L I L Z I P

Access Monolithic Studios track—S H O T M E

Upgrade all cars to Pioneer engines—P O W R U P

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—A R M Y M E

Volkswagon Beetle—B E E T M E

BMW—B M R M E

Mercedes-Benz—B N Z M E

Volkswagon Bug—B U G M E

School Bus—B U S M E

Citroen—C I T M E

Shipping Crate—C R A T M E

Pick-up Truck—J E P M E

Landcruiser—L C M E

Stretch Limousine—L I M O M E

Log—L O G M E

Mazda Miata—M A Z M E

Outhouse—O U T H M E

Luxury Sedan—Q U A T M E

Semi Truck—S E M I M E

Army Truck II—S N O W M E

Newsstand—S T D A M E

Covered Newsstand—S T D B M E

Souvenir Stand—S T D C M E

Monolithic Studios Tram—T R A M M E

Tyrannosaurus Rex—T R E X M E

Van—V A N M E

Volvo Station Wagon—V O V M E

Covered Wagon—W A G O M E

Jeep Wrangler—Y J M E

To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game.

NEED FOR SPEED: HIGH STAKES

Secret Vehicles

Enter any of the following codes as your user name to unlock the corresponding vehicle:

H O T R O D—Unlocks the Titan

F L A S H—Unlocks the Phantom

W H I R L Y—Unlocks the Police Helicopter

Slower CPU

In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + ○ until the race begins.

Blurry Mode

In any mode, just after you select "Race," quickly hold **Up** + **R1** + **L2** until the race begins.

Turbo Mode

In any mode, just after you select "Race," quickly hold **Up** + △ + × until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—M C I T Y Z

AutoCross Hidden Track—X C N T R Y

Caverns Hidden Track—X C A V 8

The Room Hidden Track—P L A Y T M

Scorpio-7 Hidden Track—G L D F S H

Space Race Hidden Track—M N B E A M

Activate Jaguar XJR-15—L J A G X

Activate Mercedes-Benz CLK-GTR—AMGMRC

Activate El Nino—R O C K E T

All cars and bonus tracks (not hidden tracks)—S P O I L T

All Camera Views—S E E A L L

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up**, **Down**, then immediately hold the △ button and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.

• Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

• Press **Left**, then press and continue to hold **R2**; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.

• Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NHL ROCK THE RINK

Secret Codes

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen.

Unlock NHL teams—BAILEY

Unlock sound effects—NO CHANCE

Unlock boards—POWER SLAM

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:

Stage 1: Phat Tony's Casino—3,000 points or more

Stage 2: Shop 'til You drop—6,000 points or more

Stage 3: Grandpa's in The House—4,000 points or more

Stage 4: Tripping in The Park—5,000 points or more
Stage 5: Fun Park Massive—8,000 points or more
Stage 6: No one can stop Mr. Domino—5,000 points or more
To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages:
Stage 1: Phat Tony's Casino—8,000 points or more
Stage 2: Shop 'til You drop—12,000 points or more
Stage 3: Grandpa's in The House—8,000 points or more
Stage 4: Tripping in The Park—9,000 points or more
Stage 5: Fun Park Massive—28,000 points or more
Stage 6: No one can stop Mr. Domino—10,000 points or more

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select
Enter these codes at the main menu:
• Level Select—Hold **R1** and press **Down, Right, Left, Right**, □, ○, □, △, ○, □, **Right, Left**.
• Movie Select—Hold **R1** and press **Up, Left, Right**, □, ○, △, □, **Right, Left, Up, Right**.
• Green Farts—Hold **R1** and press **Up, Left, Right**, □, ○, ×. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip
At any point in the game, hold **R1** and press ○, ○, ×, ×, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, ○, △, □, ○, **Down, Up, Left, Right**.
Video Scene Select
At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, ○, △, ○, □, ○, **Up, Down, Left, Right**.

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, ×, ×, **Left, Right**, □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes
From the main menu, select "Codes," then select "Enter Code." Next, enter any of the following passcodes:
O M E G A—Level skip
U L T I M A T E—Titanium Ranger
F O R E V E R—Continues
S H O W C A S E—All galleries open
I M M O R T A L—Infinite Lives
D 4 B 7 E 1 O 9 G 7—Infinite Health
N 7 F 6 U 2 A 5 A 1—Infinite RPE

THE POWERPUFF GIRLS CHEMICAL X-TRACTION

Secret Codes
Choose "Passwords" from the Options menu and enter any of the following codes:
Princess, Blossom, Fuzzy, Bubbles, Princess—Unlock Powerpuff Girls Bedroom
Sedusa, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utonium's Lab
Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townsville Jail
Big Billy, Bubbles, Ace, Sedusa, Big Billy—Invincible Mode, Player 1
Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2
Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X-tra, Player 1
Ace, Princess, Blossom, Buttercup, Ace—Chemical X-tra, Player 2
Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1
Sedusa, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2
Blossom, Mojo Jojo, Princess, Sedusa, Ace—Unlock Bubbles' Super Scream
Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath
Ace, Fuzzy, Big Billy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin
Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1
Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2
Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1
Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2
Bubbles, Ace, Mojo Jojo, Princess, Ace—Disable game timer
Sedusa, Big Billy, Blossom, Ace, Buttercup—Unlock all characters and stages

PROJECT: OVERKILL

Secret Cheats
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• "Cloak" Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ×, tap △, △, release ×.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ×, □, ○, release **Down**.
• Shield—Hold **Right**, tap ○, □, △, release **Right**, hold **Left**, tap □, ○, ×, release **Left**.
• Refill Health—Hold □, tap ○, ×, △, release □, hold ○, tap □, ×, △, release ○.
• Refill Ammo—Hold ○, tap □, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap □, release ×.
• Skip to end of current level—Tap ×, **Up, Down, Up**, hold □, tap ○, release □, hold ×, tap △, release ×.

PSYBADEK

Cheat Passwords
G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R•TYPE DELTA

Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

R•TYPES

Invincibility
The invincibility code listed above under *R•Type Delta* works on *R•Types* as well.
Increase Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ○.
Decrease Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ×.
Use Any Weapon
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, ×, or ○ to equip yourself with a different weapon.
Level Select
Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.

RAINBOW SIX

Main Menu Cheats
Enter the following codes at the main menu. A message will appear after entering a code correctly.
All levels—Hold **L1** and press ○, ×, ○, □, □, △, ×, ×
All items—Hold **L1** and press △, ×, ×, ○, □, ○, ×, △
Invincibility—Hold **L1** and press □, ×, △, △, ×, □, ○, ○
Invincible hostages—Hold **L1** and press ○, ○, □, △, ×, △, ×, ○
No terrorists—Hold **L1** and press △, ○, ○, △, □, ×, △, ○
All operatives revived—Hold **L1** and press △, △, ×, ○, ○, ×, □, □
Reveal map—Hold **L1** and press ×, ○, □, △, △, □, ○, ×
No locked doors—Hold **L1** and press △, □, □, △, ×, ○, □, △
Turn off Victory Conditions—Hold **L1** and press ○, △, △, ×, ○, □, ×, △
All attributes set to maximum—Hold **L1** and press ×, □, △, △, ○, □, ×, ×
Watch ending—Hold **L1** and press □, △, □, □, ○, ○, ×, △
In-Game Cheats
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold **L1** and press □, □, ○, △, ×, △, ×, △
Extra weapon—Hold **L1** and press ×, ○, ○, △, □, ×, □, ○
Extra pistol—Hold **L1** and press ×, △, □, ○, □, ×, △, □

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL

Rocket Launcher
If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.
Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode
Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.
Extra Characters
Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.
Unlock Hidden Oufits
• To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
• To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
• To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
• To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.
Secret Mini Games
• To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
• To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.
• To access Service mode, finish the game with Natsu at the highest difficulty setting.

Kyoko's Office
To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROGUE TRIP: VACATION 2012

Cheat Codes
During the game, hold **L1 + R1 + R2** and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):
Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**
Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**
Mega Guns Mode—Hold **L1 + R1 + R2 + ×**, press **Down**
Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**
Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**
Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.
Passwords
Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—△, **L1, R1**, ×, **L2, L2**
Enable Nightshade—**R1, R2, L1, L1**, ×, ○
Enable Helicopter—**L1**, △, **R2**, △, △, **R1**
Enable Alien Saucer—**R1**, □, X, □, **L2**, ○
Access "Funtopia" stage (Challenge mode only)—×, ○, **L2**, ×, □, **L1**
Access "The Gulch" stage (Challenge mode only)—×, □, ○, **L1, L2**, □
Battle Boss 1 (Challenge mode only)—○, **R2, R1**, □, **L1, R2**
Battle Boss 2 (Challenge mode only)—○, ○, **L2, L1**, △, △
Infinite Jump—○, □, **R2**, ×, △, **R2**
Infinite Turbo—□, ×, ○, △, **R1, R2**
Double Pickups—**L1, L2**, ○, **L1, R1**, □
Increased Armor—**R1**, △, **R1**, △, **L1**, □
See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △
Play as Big Daddy
From the main menu, select "Options." Then, select "Password." Enter △, □, **R2**, ×, △, **R2**. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

S.C.A.R.S

Ultimate Password
Choose "Options" at the Game Select menu, then select "Setttings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons
Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2 + ○** simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.
Invincibility
In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + ×** simultaneously. A blue light will appear to confirm the code; now you're completely invincible.
Stage Select
In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + △** simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

THE SIMPSONS WRESTLING

Secret Codes
Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.
○, **Up, Up, Down, Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.
○, **Left, Up, Left, Down, R1**—Unlock Bumblebee Man
○, **Left, Up, Left, Down, L1**—Unlock Moe Szyslak
○, **Left, Up, Left, Down, R2**—Unlock Professor Frink
○, **Left, Up, Left, Down, L2**—Unlock Ned Flanders
○, **R1, R1, R1, Down, Up**—Infinite energy
○, **R1, R1, R1, Right, Left**—If your Health reaches zero, you automatically lose
○, **R1, R1, R1, Up, Down**—Activates Multi-Rope Attack
Up , Up, Down, Down, Left, Right, Left, Right, ○, **L2**, ○, **R2**, ○, **L1**, ○, **R1**—Activates Mirror Matches
○, **L1, L1, L1, Up, Down**—Activates big heads
○, **L1, L1, L1, Left, Right**—Activates 'Flat Land,' which flattens all the characters in the game
○, **Right, Up, Right, Down**—Black outlines in the characters are not drawn
○, **L1**, ○, **R1**, ○, **L2**, ○, **R2**—Activates "Big Ape Mode," which gives all of the characters huge arms.
○, **R2, R1**, ○, **R2, R1**—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

SLED STORM

Passwords
Enter the following passwords from the password entry screen under "Load/Save" at the options menu.
Ryan / Storm Sled—○, △, □, **R2, R2, L1**, ×, △
Tracey / Storm Sled—○, △, □, △, **R2, L1**, ×, △
Gio / Storm Sled—○, △, □, **L1, R2, L1**, ×, △
Travis / Storm Sled—○, △, □, **R1, R2, L1**, ×, △
Nadia / Storm Sled—○, △, □, □, **R2, L1**, ×, △
Jay / Storm Sled—○, △, □, ○, **R2, L1**, ×, △
Jackal / 400cc—**L2, L2**, ○, **R2**, □, **R1, L1**, △
Sergei / 400cc—□, **L1**, □, **L2**, △, **R2**, ×, ○
Sergei / Storm Sled—○, △, □, ×, **R2, L1**, ×, △
Unlock Demo Track—**R2, L1**, △, □, △, **R1**, ○, ×
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, ×, **R2**, □, ○, **R1**, ○, △
Unlock Super Snocross 3 through 6—**R2**, △, ×, **R2**, △, □, ○, ×
"Fog" available in Track Select—□, **L1**, ×, □, **R2**, ×, △, ○
"Mirror" available in Track Select—○, **L1, R2, R2, R1**, ×, △, **L2**

SOVIET STRIKE

Cheat Password
Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPEC OPS: RANGER ELITE

Invulnerability
At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars
At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △; now all of the cars in the game will be available.
Extra Camera Views
During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:
- Hold **L1 + L2** to race in bright daylight
- Hold **R1 + R2** to race at night
- Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press ○, □, ○, □.
Hidden Messages
Also at the "globe" menu, hold the **START** button and press ○, △, △, ○. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press ○, ○, ○, ○ to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.
Handbag Code
At the globe menu, hold the **START** button and press □, △, ○, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press ○, △, △, ○. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER-MAN

Cheats
From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.
Unlock almost everything—EEL NATS
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes
From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"
A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items
A L I E N—Big head
S T A C E Y D—Big feet
V V I S I O N S—"What If" Mode
V V H I S C R S—Inserts programmer's high scores into Records

SPYRO THE DRAGON

99 Lives
At any time during the game, press **SELECT**, □, □, □, □, □, ○, **Up**, ○, **Left**, ○, **Right**, ○, **START**.

SPYRO 2: RIPTO'S RAGE!

Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.
Learn all abilities—○, ○, ○, ○, □
Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1**, ○
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2**, □
View credits—□, ○, □, ○, □, ○, **Left, Right, Left, Right, Left, Right**
Find Gems
At any time during gameplay, press **L1 + R1 + R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

STAR TREK: INVASION

Watch Credits Movie
At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear.
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.
Super Street Fighter II Turbo: Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.
Super Street Fighter II Turbo: Remove Super Meter
At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map:
For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.
Street Fighter Alpha 2 Gold: Play as Cammy
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.
SF Alpha 2 Gold: Alternate Characters
- To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.
- To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET SK8ER

Secret Codes
Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.
Right, ○, □, **Left**, □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right**, ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left**, ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left**, ○, ○, **L2**, □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**

Unlock all courses—**Left, Right, Left, Right,** ○, ○, **R1,** □
Max Trick Level and Skill Points—**L1,** □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**
Alternate Clothes
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen.

STUART LITTLE 2

Cheat Codes
Enter any of the following cheat codes at the main menu screen:
L2, □, **L1,** ○, **R2,** □, **L1,** ○—Invincibility
□, **L1, R1, Up,** ○, **L2, R2, Down**—Infinite ammo (the counter will go down to zero, but you'll still have ammo)
R2, Left, Right, R1, L1, Up, Down, L2—Unlock all levels at the "Visit Snowbell" menu
○, **L2, Left, R1, R2, Right, L1,** □—Unlock all movies in Gallery
Up, L1, Down, R1, R2, Down, L2, Up—Unlock new "Flycam" option at the pause menu (use the D-pad and buttons to move the camera around)

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot
To play against Devilot in a one-player game, you must accomplish five different things:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan
To play against Dan in a one-player game, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold **SELECT,** press **Down, Down, Down, Left, Left, Left,** ○
Akuma (Player 2)—Highlight Felicia, hold **SELECT,** press **Down, Down, Down, Right, Right, Right,** ○
Dan (Player 1)—Highlight Morrigan, hold **SELECT,** press **Left, Left, Left, Down, Down, Down,** ○
Dan (Player 2)—Highlight Felicia, hold **SELECT,** press **Right, Right, Right, Down, Down, Down,** ○
Devilot (Player 1)—Highlight Morrigan, hold **SELECT,** press **Left, Left, Left, Down, Down, Down,** ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold **SELECT,** press **Right, Right, Right, Down, Down, Down,** ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT,** press **Right,** ○
Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT,** press **Left, Left,** ○
Anita (Player 1)—Highlight Morrigan, hold **SELECT,** press **Right, Right,** ○
Anita (Player 2)—Highlight Felicia, hold **SELECT,** press **Left,** ○
Dan's stage—Don't press any button

SYPHON FILTER

All Weapons + Infinite Ammo
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2 +** □ + ○ and press ×.
Stage Select
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT +** □ and press ×.
Movie Theater
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
Hard Difficulty
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT +** □ + ○ and press ×.
Super Ammo
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT +** □ + × (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up + SELECT + L1 + R2 +** □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.
End Level
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2 +** ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT +** ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.
Watch All Movies
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2 +** ○ and press ×. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TARZAN

Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down.** A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2.** You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TEKKEN 2

Hidden Characters
When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note: You must have earned all of these characters to perform any of the following tricks:
• Kazuya's Purple Suit
Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.
• Super-Deformed Characters
Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.
• *Punch-Out!!* Mode
Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.
• Super Juggle Mode
Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher.

TENCHU: STEALTH ASSASSINS

Restore Health
Press **START** during the game to pause, then press **Left, Left, Down, Down,** □, □, △, □ to refill your energy.
Increase Item Capacity to 99
At the item select screen, hold **L1** and press **Left, Left, Down, Down,** □, □, △, □.
Unlock All Secret Ninja Tools
At the item select screen, hold **R1** and press **Left, Left, Down, Down,** □, □, △, ○.
Increase Item Inventory
At the item select screen, hold **L2** and press **Left, Left, Down, Down,** □, □, △, ×.
Ayame's Sexy Armor
At the item select screen, press **Left, Left, Down, Down,** □, □, △, ○.
Enable Japanese Voice-Over
At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down,** □, □, △, ○.
Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down,** □, □, △, ×.
Debug Mode
At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up,** △, **Down,** ×, **Left,** □, **Right,** ○. Next, release **L1 + R2** and press **L1, R1, L2, R2,** then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2.** The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold ○ + □ + **SELECT** and press **Right, Right, Right, Up, Left, Down, R2.**
Unlock Tatsumaru
At the "Mission" screen, hold ○ + □ and press **R1, R2, L2, L1, Up, Down, Left, Right,** SELECT. You must press **Right** or **Left** repeatedly to scroll the selected character to Tatsumaru.
Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold **L2** and press ○, □, **Left, Right,** ○, □. You'll hear a special sound effect if you entered the code correctly. Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo.
Unlock Missions in Mission Editor.
At the "Edit Mission" screen, hold ○ and press **Up, Up, Down, Down, Left, Right.** To unlock additional missions, you may also hold ○ + **R2** and press **Up, Down, Down, Right, Left, Left.** You'll hear a special sound effect if you entered either code correctly.
Unlock All Items
At the "Items" screen, press □, □, ○, □, ○, ○, **Left, Up, Down, Right, R2, R2.** All items will appear after entering the code correctly.
Increase Item Count
At the "items" screen, hold **R1 +** □ and press **Right, Down, Left, Up.** The inventory of each of your items will increase by 1 after entering the code correctly. You may enter this code repeatedly to obtain up to 98 of every item.
Complete Map
At any time during gameplay, hold **SELECT** and press ○ five times. After entering this code correctly the entire mission's map will be revealed. You'll have to repeat this code every time you look at the map.
Restore Health
At any time during gameplay, press **START** to pause, then hold □ and press **Left, Right, Up, Down.** When you release □ the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

THRASHER: SKATE AND DESTROY

Secret Character
From the main menu, select "Skate,"then select the "Roach" character. At the character name screen, enter the name "beesuitguy".
Extra Points
During a game, press **START** to pause, then hold **L1 + R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck
At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.
Hidden Game
At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called *Roids*. It's a funny version of *Asteroids* in which all of the asteroids have been replaced by the heads of the game's creators.

TOMB RAIDER

Stage Skip
During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1,** ○, △, **L1, R2, L2.** You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.
Access All Weapons
During the game, press **SELECT** to access the inventory screen, then press **L1,** △, **R2, L2, L2, R2,** ○, **L1.** You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.
Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

All Weapons & Items
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.
Level Skip
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level
If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.
Secret Room
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.
Cheat Codes
These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:
• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, R2, L2, L2, L2, R2.** Lara will scream if you've entered the code correctly.
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2.** Lara will say "No" if you enter the code correctly.
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2.** Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2.** Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2.** You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down + R1 +**

R2 + L1 + L2 and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press △. You won't receive any confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.

Special Features

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health—**SELECT, SELECT**, ○, ○, **Up, Up, SELECT**

Invincible—**SELECT, SELECT**, ○, ○, △, △, △, △

Invulnerable to Enemy Bullets—**SELECT, SELECT**, ○, ○, △, **SELECT**

Max. Weapons—**SELECT, SELECT**, ○, ○, **L1, L1, R1, R1**

Complete Mission—**SELECT, SELECT**, ○, ○, **SELECT**, ○

Run faster—**SELECT, SELECT**, ○, ○, □, □, ○, ○

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—**SELECT, SELECT**, ○, ○, **L1, L1, L1, L1, L1, L1, L1**

Access All Missions—**SELECT, SELECT**, ○, ○, **L1, L1**, ○, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right, Up, Down**, ○, **Right, Up**, □, △

All stats at 10—Hold **L1** and press □, △, **Up, Down**

All stats at 13—Hold **L1** and press ×, □, □, △, **Up, Down**

Unlock Levels—Hold **L1** and press △, **Right, Up**, □, △, **Left, Up**, □, △

Unlimited Special—Hold **L1** and press ×, △, ○, **Down, Up, Right**

Big Head Mode—Hold **L1** and press □, ○, **Up, Left, Left**

Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up, Down**

Slow Motion Mode—Hold **L1** and press □, **Left, Up**, □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up, Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press ×, ×, ×, □, △, **Up, Down, Left, Up**, □, △, ×, △, ○, ×, △, ○. The words on the pause menu will shake after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. This code unlocks everything in the game except the secret character Private Carrera.

Unlock Private Carrera

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down, Up, Left, Left**, ○, **Left, Up**, △, △, **Up, Right**, □, □, **Up**, ×. The words on the pause menu will shake after entering the code correctly. Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character.

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Infinite Special—Hold **L1** and press ×, △, ○, ○, **Up, Left**, △, □

Faster gameplay—Hold **L1** and press **Down**, □, △, **Right, Up**, ○, **Down**, □, △, **Right, Up**, ○

Fatter player—Hold **L1** and press ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**. You may enter this code multiple times to increase the effect

Thinner player—Hold **L1** and press ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □. You may enter this code multiple times to increase the effect

Turn blood off—Hold **L1** and press **Right, Up**, □, △. Repeat this code to turn the blood back on

All stats at 10—Hold **L1** and press ×, △, ○, □, △, **Up, Down**

Big head—Hold **L1** and press □, ○, **Up, Left, Left**, □, **Right, Up, Left**

Sections of the area flash different colors—Hold **L1** and press **Down, Up**, □, ○, **Up, Left, Up**, ×

Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up**, □, △, **Left, Up, Left, Up, Down, Up**, □, △

Flying skater—Hold **L1** and press **Up, Up, Up, Up**, ×, □, **Up, Up, Up, Up**, ×, □, **Up, Up, Up, Up**

Wireframe graphics—Hold **L1** and press **Down**, ○, **Right, Up**, □, △

TONY HAWK'S PRO SKATER 3

Secret Codes

At any time during gameplay, press **START** to pause the game. Next, enter any of the codes below. After entering a correct code, the pause menu will shake to confirm.

Hold **L1** and press **Left, Up**, □, △—Overall game speed is faster

Hold **L1** and press **Left, Left, Up, Left, Left, Up**, ×—Slow-motion tricks

Hold **L1** and press **Down, Down**, △, **Left, Up**, □, △—Flip entire level

Hold **L1** and press **Up, Down, Up, Up**, △, ×, △, △—Perfect balance

Hold **L1** and press △, **Right, Up**, □, △, **Right, Up**, □, △—Special meter always full

Hold **L1** and press □, ○, **Right**, □, ○, **Right**, □, ○, **Right**—End the current run with 100,000 points added to your score

The latter code is only useful during the Competition stages in Career mode; it will allow you to score high enough to earn a gold medal.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will get infinite weapons and turbo but the invincibility will be turned off.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—**Up, L1**, △, **Right**

Minion—**L1, Up, Down, Left**

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**

"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**

"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters

From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.

O C T A G O N—Unlock Ulti Man

C I R C L E—Unlock Sumo Wrestler

S T R E E T—Unlock Street Fighter

M A T—Unlock Amateur Wrestler

More Secret Characters

To unlock these secret characters, follow the directions as above, but input the names under "First Name" instead of "Home Town."

B i g J o h n—Unlock John McCarthy

S m i l e—Unlock Card Girl

M a s k—Unlock Pro-Wrestler

S a s u k e—Unlock Ninja Fighter

K u n g - F u—Unlock Kung-Fu Fighter

C h o p—Unlock Karate Fighter

P u n c h—Unlock Freestyle Boxer

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear for you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything

From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down**, ×, × + **SELECT**. You'll hear a buzzer sound effect to confirm. Now you can unlock any part of the game shown on this screen by pressing × at the corresponding box.

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press ○ for the password menu, then enter either of these codes:

W M N N W L H T S C U C L H—Unlock all secret characters and levels

I _ W I L L _ N O T _ D I E—Invincibility

VIGILANTE 8: 2ND OFFENSE

Unlock Original Vigilante 8 *Levels*

At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

- Red Beam—**Right, Up, Left**, ○, **Up**, ○, ○
- Restore Energy—**R1**, △, **L1, Left**, △, ○, ×
- 10 Grenades—**R1**, ×, **R1, Right**, □, **Right**, □
- 10 Missiles—×, ○, **R1, Right**, △, ×, △
- Open all Levels—**Up, Left, Down, R2, Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WORLD'S SCARIEST POLICE CHASES

Cheat Codes

Each of the following codes can be entered at the main menu:

- Unlock All Missions—**Down, Up, Left, Right**, ×, △, ○, □
- Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1**, ×, △, **R2, R1**
- Unlock All Bonus Items—**Left, Right, L1, R1**, ○, □, **R2, L2**

X GAMES PRO BOARDER

Secret Passwords

× ○ × △ △ □—Unlock all normal circuits

△ × □ × △ ○—Play as Ollie B

△ × □ × △ ○—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything

At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Code

At the main menu, press **SELECT, Down, R2, L1, R1, L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold **R1**. To play as Xavier, highlight Magneto and hold **R1**. Don't forget to check out the "Pool Party" stage in Versus mode!

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

- "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ↘ + Punch—Ground Pound

↓ ↘ → + Medium Punch—Shoulder Rockets

↓ ↘ → ↗ + Fierce Punch—Drill

↓ ↘ → ↓ ↘ → + any button—Mace

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press **Up, Up, Up**, ○, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press △, □, △, □, □, **Up, Up, Up**. You'll hear a sound effect to confirm.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

B O V R I L B U L L E T H O L E—Start game with 50 lives
W E L D E R S B E N C H—Unlock all chapters
W E L L Y T O P—Unlock Conker in Multiplayer mode
E A S T E R E G G S R U S—Unlock Neo Conker in Multiplayer mode
B I L L Y M I L L R O U N D A B O U T—Unlock Gregg the Grim Reaper in Multiplayer mode
C H I N D I T V I C T O R Y—Unlock Weasel Henchmen in Multiplayer mode
E A T B O X—Unlock Cavemen in Multiplayer mode
R U S T Y S H E R I F F S B A D G E—Unlock Sergeant and Tediz Leader in Multiplayer mode
B E E F C U R T A I N S—Unlock Villager and Zombies in Multiplayer mode
D U T C H O V E N S—Start with frying pan in the Race Multiplayer game
D R A C U L A S T E A B A G S—Start with baseball bat in the Race Multiplayer game
A R N O L D—Big characters*
T E E N Y W E E N I E S—Small characters*
J U K E B O X—Music menu (appears under "Audio Options")
F R E E F R U I T—Start with 10 bananas
B L A B B E R M O U T H—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
W H O D I D T H I S—Display credits (when you exit the Magic Codes menu)
B Y E B Y E B A L L O O N S—Disable weapons
N O Y E L L O W S T U F F—Disable bananas
B O G U S B A N A N A S—Bananas reduce speed
V I T A M I N B—No limit to bananas
B O M B S A W A Y—All balloons are red (missiles)
T O X I C O F F E N D E R—All balloons are green (drop items)
R O C K E T F U E L—All balloons are blue (turbo)
B O D Y A R M O R—All balloons are yellow (shields)
O P P O S I T E S A T T R A C T—All balloons are rainbow (magnets)
F R E E F O R A L L—Maximum power up (all balloons give "level three" power-ups instantly)
Z A P T H E Z I P P E R S—Turn zippers
D O U B L E V I S I O N—Select same player (both players can choose the same character)*
O F F R O A D—Four Wheel Drive (better traction on dirt, grass, etc.)
J O I N T V E N T U R E—Enable two-player "Adventure" mode*
T I M E T O L O S E—Ultimate AI (smarter computer opponents)

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltiger—P r o d i g y
Unlock Marvin the alien—U f o
Unlock Kimmi—R a p p e r
Unlock Starr—R e t r o
Unlock Festus—G o l d d g r
Unlock Delvis—D e l v i s
Unlock Cindy—I n s t y l e
Unlock Bobby—B r a t
Unlock Twfan—C y b e r t w
Unlock Eagamer—W i l l i
Unlock Robert—I c e
Unlock Bengal—T i g e r r r r
Unlock Traci—S a f a r i
Unlock Volcano course—S t h e l e n s

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

EXCITEBIKE 64

Cheat Codes

From the main menu, hold L + C▼ + C▶ and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—M O W E R
Transparent riders—X L U R I D E R
Debug mode—I M G O I N G N O W
Odd color mode—R O T C O L S
All stunts unlocked—T R I C K S T E R
Big head mode—B L A H B L A H
Invisible riders—I N V I S R I D E R
Mirror mode—Y A D A Y A D A
Night mode—M I D N I G H T
Stunt bonuses—S H O W O F F
Pinhead mode—P I N H E A D
Play Hill Climb backwards—W H E E E E E E E E
"Beat This!" enabled—P A T W E L L S

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L**, **Z**, **R**, C▲, C▼, C◀, C▶, **START**; you'll hear a signal to confirm. Now the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press L + R + C◀ + C▼; all available vehicles will shrink.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

Level select—C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶
Open portals—C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶
Open levels—C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼
Locate Garibs—C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀
Call ball—C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲
Checkpoints—C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀
Infinite lives—C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶
Powerball—C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲
Control ball—C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀
Enemy ball—C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼
Low gravity—C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲
Big ball—C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶
Camera rotate R—C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶
Camera rotate L—C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀
Mad Garibs—C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲
Death spell—C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲
Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀
Speed up—C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲
Froggy—C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲
Secret cheat—C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press **R** + **Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
BOMBERBALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
IMALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.

F O R G E O F F—Unlock all levels
R E A L H A R D—Harder difficulty
C H E E S E ! !—View development team photo
A B S P A N N—Watch ending credits
M U C K E—Unlock "Concert Hall" within the "Museum" item in the Options menu.
A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu.

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MARIO GOLF

Code Entry Screen

At the main menu, hold **L** + **R** (or **Z** + **R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. Complete the course with a total time of less than 1'48"30 to beat him.

• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. Complete the course with a total time of less than 2'38"00 to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the following codes to participate in a secret cup:

Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K 8 Q N 2 P
Donkey Kong Cup—M M 5 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W 5 K Q A 3 C
MarioTennis.com Cup—4 8 H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M
IGN64 Tennis Cup—V 2 U F M P U Z M

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ SPECIAL EDITION

Secret Codes
At the "Vs." screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Infinite Turbo" code (5-1-4-Up) in the default control configuration, press Turbo five times, Jump once, Pass four times, then press **Up**. A message will appear to confirm each code.
5-1-4-Up—Infinite Turbo
3-1-2-Up—Powerup Offense
3-1-2-Left—Powerup Blocking
4-2-1-Up—Powerup Defense
1-2-3-Left—Super Field Goals
2-5-0-Left—Fast Passes
0-3-2-Left—Fast Turbo Running
2-3-3-Up—Power Up Teammates
4-3-3-Up—Invisible
0-1-0-Up—Late Hits
0-0-1-Right—Punt Hang Meter
0-0-1-Down—Show FG %
1-5-1-Up—No Punting
3-4-4-Up—No Interceptions
3-3-3-Up—QB/Receiver Cancel Always
3-2-1-Down—Target Receiver No Highlighting On
3-1-4-Down—Smart CPU Opponents (In 1-Player Game)
2-2-2-Left—Always QB (In 2P/4P Game)
2-2-2-Right—Always Receiver (In 2P/4P Game)
2-1-1-Left—Allow Stepping OB
5-2-1-Right—Show More Field
2-1-0-Up—No First Downs
1-0-0-Up—Use Team Plays
1-0-2-Right—Hide Receiver Name
0-5-0-Right—Big Football
2-0-0-Right—Big Head
0-4-0-Up—Huge Head
3-2-1-Left—No Head
1-2-3-Right—Headless Team
3-1-0-Right—Team Tiny Players
2-0-3-Right—Team Big Heads
1-1-1-Down—Tournament Mode (In a 2-Team Game)
5-5-5-Up—Hyper Blitz (Player 2 Must Agree)
0-1-2-Down—No CPU Assistance (Teams Must Agree)
0-2-1-Right—Show More Field (Teams Must Agree)
1-1-5-Left—No Play Selection (Teams Must Agree)
4-0-4-Left—Powerup Speed (Teams Must Agree)
4-2-3-Down—No Random Fumbles (Teams Must Agree)
5-5-5-Up—Hyper Blitz (Teams Must Agree)
0-3-0-Down—Fog On
5-2-5-Down—Weather: Snow
2-1-2-Left—Weather: Clear
3-0-0-Up—Grass Field
3-0-1-Up—Asphalt Field
3-0-2-Up—Dirt Field
3-0-3-Up—Astroturf Field
3-0-4-Up—Snow Field
5-0-1-Up—Old Day Stadium
5-0-2-Left—Baseball Stadium
5-0-2-Up—Old Night Stadium
5-0-3-Up—Old Snow Stadium
5-0-4-Up—Round Stadium
5-0-4-Left—Dome Stadium
5-0-5-Left—Olympic Stadium
5-0-0-Left—Turn Off Stadium

OGRE BATTLE 64 PERSON OF LORDLY CALIBER

Music Mode
At the main menu, select "New Game." Then, when you're asked for your name, enter MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Unlock all levels—O B V I O U S
Moon gravity (jump higher)—M O O N
Time clock is ignored—U N T I M E D

PILOTWINGS 64

Wario Cameo
When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

POKÉMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A**. You'll hear a special sound effect after entering the code correctly.
Start from Lv. 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L**. You'll hear a special sound effect after entering the code correctly.
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B**. "V-Hard" will appear on the screen after entering the code correctly.
Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B**. "S-Hard" will appear on the screen after entering the code correctly.
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R**. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.
Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. You may have to quit the current game to observe all of the unlocked items.

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the following codes:
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes
At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the **C** buttons and the D-pad:
Infinite Courage Meter—Hold **L** and press **C◀, C◀, C▼, C▲, C▼, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down**.
Skip to the Next Episode—Hold **L** and press **C▲, C▼, C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left**.

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C▼, C▲, L, R, Z**, then **Left** on the D-pad, **C▶, Up** on the analog joystick, **B, Right** on the D-pad, **C◀, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z, B, C▲, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.
Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C▶, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C◀, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

SPIDER-MAN

Cheat Codes
From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.
TRUBLEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTTHMALL—Unlock everything in the Comic Collection
WHOSINTGM—Unlock everything in the Character Viewer
SMESTORY—Unlock everything in the Slide Show
COV VEIW—Unlock all game comic covers
SYMBSPID—Symbiote Spidey costume
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITED ED—Spidey Unlimited costume
SPID INRED—Scarlet Spider soctume
MISTERMJ—Peter Parker costume
DA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

SUPER MARIO 64

Cinema Camera Change
Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code
At the main menu—the one that says "New Game," "Load Game," etc.—press **C▲, C▼, C◀, C▶**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press **START** to pause the game, then press **C▲, C▼**
• To refill your energy meter, press **START** to pause the game, then press **Z, R**
• To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
• To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
• To refill your heat vision ability, press **START** to pause the game, then press **R, L**
• For super punching ability, press **START** to pause the game, then press **L, Z**

TARZAN

Stage Select
At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TETRISPHERE

Secret Scene
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.
Secret Game Mode
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.
Stage Select
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶ + C▼** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.
Bonus Music
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶ + C▼** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.
See the Credits
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TONY HAWK'S PRO SKATER 3

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:
10x points—Hold **L** and press **C▼, C▼, C▼, C▼, C◀, C▶, Right**

TOY STORY 2

Level Select
At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

WETRIX

Change Floor Graphics
Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the color in the background of the main menu screen will change to red. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press the **A** button repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

AGGRESSIVE INLINE
Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are stretching:
All characters unlocked—**L, L, B, B, R, R, L, R**
All levels unlocked—**Up, Down, Up, Down, Left, Right, B, R**

ARMY MEN ADVANCE
Passwords
Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

ATV: QUAD POWER RACING
Unlock Everything
At the main menu, select "Options," then select "Password." Next, press **Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A.**

BACKTRACK
Cheat Codes
At any time during a single-player game, press **SELECT** to access the Game Menu, then press **L, Right, B, L, R, Left** to access the BS-BODSOM computer terminal. Highlight "CLI 'Password Required'" and press **A**, then enter any of the following cheat passwords:
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Max. armor
K E Y—All keys
M O N—Enemies shown on map as gray dots
F R E—Freeze all enemies

BOXING FEVER
Passwords
Vs. Boxor—H 7 6 4 9 D H 5
Vs. Boxor II—2 G G 4 8 H D 9
Vs. Boxor III—8 G 3 D 9 7 B 7
Vs. E. Byclop—B 3 G 5 8 3 1 8
Vs. Byclop—G 5 1 F F 8 8 8

BRITNEY'S DANCE BEAT
Password
H M N F K—Unlock all songs + video (Easy)
N X R F P—Unlock all songs + video (Hard)

DARK ARENA
Cheat Passwords
K N G H T S F R—All keys available
L M S P L L N G—All maps available
T H R B L D N S—All weapons available
N D C R S D R T—Infinite ammo
H L G N D S B R—Infinite health
N F T R W L L H—Level skip (press **START** to pause, press **A** to select the map, then press **SELECT** to skip the current level)

DEXTER'S LABORATORY: DEESASTER STRIKES!
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, L, R, L, L, R**
Less damage—**L, R, R, R, R, L, L, R, R, L, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**
Low gravity—**L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R**
Dexter-roo—**L, L, R, R, L, L, R, L, R, R, R, R, L, L, L, R**
Slippery floor—**L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R**
Slow enemies—**L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L**
Fast enemies—**L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L**
Strong enemies—**L, L, R, R, R, R, R, L, R, R, R, L, L, L, L, L**
Controls are reversed—**L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L**

DOOM
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Hold **L + R**, press **B, A, A, A, A, A, A, A**—Computer area map
Hold **L + R**, press **B, B, A, A, A, A, A, A**—Radiation shielding suit
Hold **L + R**, press **A, A, B, A, A, A, A, A**—God Mode
Hold **L + R**, press **A, B, B, A, A, A, A, A**—All weapons + refill ammo
Hold **L + R**, press **B, A, B, A, A, A, A, A**—Berzerk
Hold **L + R**, press **B, B, B, A, A, A, A, A**—Temporary invulnerability
Hold **L + R**, press **A, B, A, A, B, B, B, A**—Skip to next level
Hold **L + R**, press **A, B, A, A, B, B, A, A**—Skip ahead 10 levels

DRAGON BALL Z: THE LEGACY OF GOKU
Invincibility
During the introductory video scene that appears before the game's title screen, press **Up, Down, Left, Right, B, A**; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

DRIVEN
Unlock Everything
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately view the game's credits, and afterward every car, course and mode will be unlocked.

DUKE NUKEM ADVANCE
Secret Cheats Menu
At any time during gameplay, press **START** to pause, then hold **L** and press **Left, Up, A, Up, Left, A, START, SELECT**. A secret menu will appear with a level select and various other options.

EARTHWORM JIM
Stage Select
At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark:
• **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
• **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
• **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
• **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
• **R, L, A, B, B, A, L, R**—Warp to "Level 5"
• **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
• **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

F-14 TOMCAT
Passwords
Mission 7—P X S B S Z N J
Mission 14—S F G F J H D H
Mission 20—L K F D S B P V

F-ZERO: MAXIMUM VELOCITY
Unlock the Jet Vermillion
At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you can select the Jet Vermillion.

FIRE PRO WRESTLING
Unlock All Wrestlers
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:
• Change the nickname from "Fire Fighter" to "ALL"
• Change the first name from "FIRE PW" to "STYLE"
• Change the last name from "A" to "CLEAR"
Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

GOLDEN SUN
Customize Player Names
At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Garet, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

GRADIUS GALAXIES
Power-Up
At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

GT ADVANCE CHAMPIONSHIP RACING
Secret Codes
Enter any of the following codes at the title screen:
• Hold **L + R + Up** and press **B** to watch the ending credits
• Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
• Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
• Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
• Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
• Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses
Password
S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

HEY ARNOLD! THE MOVIE
Play as Helga
At the "Area Select" screen, press **Up, Down, Right, Left, Left, Right, Down, Up, SELECT**. To return to playing as Arnold, just enter the code again.

INSPECTOR GADGET: ADVANCE MISSION
Passwords
* 7 * M M 1 4—Statue of Liberty: In the Statue
* 3 H M L 1 4—Statue of Liberty: The Flame of Liberty
R 3 * 3 M 6 4—The Tower: The Tower Keeps Watch
R 7 H 3 L 6 4—The Tower: The Lift
* C H 3 L 2 4—The Tower: Higher Than Everything
* H * 3 M 2 4—The Great Wall: At the Foot of the Great Wall
R 5 * 3 M R 4—The Great Wall: On the Great Wall
* 3 R M 3 3 P—Big Ben: The Palace
R H R M 3 7 P—Big Ben: The Top
R C 7 M 2 7 P—Egypt: The Valley of Kings
* 9 R 3 3 X P—Egypt: The Great Pyramid

IRIDION 3D
Stage Select
Enter the Password entry screen and enter the code *SH0WT1M3*. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.
Quick Exit
Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.
Picture Gallery
Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND
Stage Select
At the title screen—when the words "Press Start" appear—hold the **R** button and press **B, A, Left, Down, Up, Right**. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

KAO THE KANGAROO
Unlock All Levels
Enter the following password: Palm Tree, Lamp, Frog, Glove, Kao. You'll be sent to the level-select screen with every level unlocked.

KONAMI COLLECTOR'S SERIES ARCADE ADVANCED
Secret Code
Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a chime to confirm the code. This code has a different effect in each of the six games:
Frogger—Enhanced graphics + music
Scramble—Enhanced graphics + music
Time Pilot—Rapid-fire (hold **A** button) + extra stage "???? B.C." appears after Stage 5
Gyruss—Enhanced graphics, extra stages + lives
Yie Ar Kung Fu—Two extra opponents in 1p mode (Bishoo and Clayman)
Rush'n Attack—Start with seven lives instead of five + two extra stages appear after Stage 4

LILO & STITCH
99 Lives
Highlight "Start Game" at the main menu, hold **R + SELECT** and press **A** to begin the game with 99 lives.
Passwords
Level 1: Kuai—Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO
Level 2: Lilo 1—UFO, Ray Gun, Stitch, Stitch, UFO, Stitch, UFO
Level 3: Space 1—Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO
Level 4: Junkyard—UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO
Level 5: Lilo 2—Stitch, Ray Gun, UFO, UFO, UFO, UFO, Stitch
Level 6: Space 2—UFO, Ray Gun, UFO, Stitch, UFO, UFO, Stitch
Level 7: Trains—Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch

MEN IN BLACK: THE SERIES
Cheat Passwords
L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons
Stage Passwords
F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B X S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

MONSTER FORCE
Level Skip
At any time during gameplay (not while paused), hold **L + R + A** and press **Up** to complete the current level.
Invincibility
At any time during the game, press **START** to pause. At the pause screen, hold **L + R + B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.
Exit Level
While at the pause screen, you can return to the level-select screen by pressing **L + R + A**.

MONSTERS, INC.
Passwords
Around the House—L R B 1 3 G
Don't Look Down—7 Q C Z B 9

NBA JAM 2002
Unlock Beach and Street Courts
At the main menu, select "Season," then select "Password." Next, enter the password "L H N G G D B L B J G T". The text "Courts Unlocked" will appear to confirm.

NFL BLITZ 20-02
Secret Teams
At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**; you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.
Cheat Codes
Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.
4-3-2—Infinite Turbo
1-3-2—Ancient coliseum
2-2-5—Snow stadium
3-1-3—Shadow players

NICKTOONS RACING
Cheat Code
At the main menu, hold the **R** button and quickly press **START, SELECT, L, SELECT, START**; you'll hear Stimpy say, "Oh, joy!" to confirm. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

PAC-MAN COLLECTION
Pac-Attack Puzzle Mode Passwords
S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

THE PINBALL OF THE DEAD

Passwords

Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press **R** at the Options menu to view the Sound Test, Movie Test and View Ending options.

! 0 P 3 N S N D T 3 S T !—Unlock Sound Test
M 0 V 1 3 P L 3 S 3 N T !—Unlock Movie Test
S H 0 W M 3 3 N D 1 N G !—Unlock View Ending
D 0 N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. You'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select

At the title screen, wait until the boomerang appears, then press **L**, **SELECT**, **A**, **SELECT**, **R**, **A**, **L**, **SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.

Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the stage.

Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

POWER RANGERS TIME FORCE

Password

Enter the password "8 Q S D" to start the game at the last boss.

POWER RANGERS WILD FORCE

Passwords

L M S B T—Ghost Town / Turtle Cove Park
3 4 S B T—Factory
M 3 9 B B—Turtle Cove Harbor
N 5 9 B F—Cruise Ship
P P S B G—Temple Ruins / Jungle
7 P 9 C J—Animarium

RAYMAN ADVANCE

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—**Left**, **Right**, **Down**, **Right**, **Left**, **R**
Unlock all levels—**Up**, **Left**, **Right**, **Down**, **Right**, **L**
Invincibility—**Right**, **Up**, **Right**, **Left**, **Right**, **R**
All powers—**Down**, **Left**, **Right**, **Left**, **Up**, **L**
25 extra Tings—**R**, **Up**, **Left**, **Right**, **Left**, **L**

Infinite Continues

At the "Continue!" screen, press **Up**, **Down**, **Right**, **Left**, **START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters:

• Michael Jackson—Highlight the word "Arcade," then press **Left**, **Left**, **Right**, **Right**, **Left**, **Right**, then **L** + **R** simultaneously
• Rumbleman—Highlight the word "Championship," then press **Left**, **Left**, **Right**, **Left**, **Right**, **Right**, **Left**, **Right**, **Left**, then **L** + **R** simultaneously
• Shaquille O'Neal—Highlight the word "Survival," then press **Left**, **Left**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Right**, then **L** + **R** simultaneously

THE RIPPING FRIENDS

Password

Choose "Password" from the main menu and press **Right**, **L**, **Up**, **Down**, **B**, **Left**, **Left**, **Right**, **Left** to unlock all levels in one-player, multiplayer and Deathmatch modes.

RUGRATS: CASTLE CAPERS

Password

Enter the password "J S J R J K S L X C F J" to begin the game with all six levels accessible.

THE SCORPION KING: SWORD OF OSIRIS

Stage Select + Character Select

At the main menu, select "Continue," then press **Down**, **Down**, **Right**, **Up**, **Right**, **Up**, **Right**, **Down**, **Down**, **START**. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press the **START** button to play as Mathayus or press **SELECT** to play as Cassandra.

SEGA SMASHPACK

Ecco the Dolphin: Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right**, **B**, **R**, **B**, **R**, **Down**, **R**, **Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Sonic Spinball: Stage Select

Choose "Options" from the title screen, then—when the Options menu appears—press **L**, **Down**, **R**, **Down**, **A**, **Down**, **L**, **R**, **Up**, **L**, **A**, **Up**, **R**, **A**, **Up**; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes:

• Hold **L** and press **START** to warp to the "Lava Powerhouse" stage.
• Hold **R** and press **START** to warp to "The Machine" stage.
• Hold **A** and press **START** to warp to the "Showdown" stage.

SHAUN PALMER'S PRO SNOWBOARDER

Password

Q F J 7 M P 9 N ? 5 C M 4—All boards and levels unlocked for Shaun Palmer

SONIC ADVANCE

Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up**, **Right**, **Down**, **Right**, **L**, **Right**, **R**, **Right**, **A**. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

SPIDER-MAN: MYSTERIO'S MENACE

Password

Enter the password "J V 3 1 –" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password

W M B T—All levels unlocked

SPORTS ILLUSTRATED FOR KIDS: BASEBALL

Cheat Codes

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster:

B E S T B U Y S T R—Michael Quince (1B)
S I K S T A R—Eddie Penn (2B)
B A M S T A R—Riley Waters (SS)
G A M E S T O P—Keith Fisher (3B)
S I K P O W E R—Tecumseh Brown (LF)
E B R U L E S—Nateo Geooni (CF)
G O C I R C U I T—Mark Modesto (RF)
T O Y R U S C O M—Mateo Demoni (C)
T A R G E T P L Y R—George Stocks (P)

SPORTS ILLUSTRATED FOR KIDS: FOOTBALL

Cheat Codes

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your team:

C I R C U I T F U N—Mark Haruf (QB/SS)
T A R G E T S T A R—Ryan Hunter (RRB/SS)
T O U C H D O W N—Sammy Rivera (LE/RILB)
B E S T B U Y P W R—Wayne Selby (C/RT)
R Z O N E S T A R—Hal Church (LG/LOLB)
E B P L A Y E R—Eddie Brown (LRB/ROLB)
B A M P L Y R—Mac Marshall (RRB/FS)
S I K P O W E R—Rob Lewis (LRB/ROLB)
S I K S T A R—Sandy Sanders (RE/LOLB)

SPY HUNTER

Secret Codes

Enter any of the following codes as your name when creating a new agent file; the corresponding cheat will then be active, but only when using that particular file:

E D A C R A—Unlock Arcade Mode
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y M K D A—Unlock all cheats at System Options menu
Unlock Everything

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

Blood Code

During any of the "Eliminate Chickens" stages, press **START** to pause, then press **Left**, **Left**, **Right**, **Right**, **Right**, **Left**, **Left**, **A** to make the chickens bleed when you hit them. Enter the code again to disable it.

Clear Cartridge Memory

To reset the "Top Agents" high score table in Arcade Mode, press **Up**, **Up**, **Down**, **L**, **R**, **L** at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data—press **Left**, **Left**, **Right**, **Left**, **R**, **R** at the copyright screen.

SPYRO: SEASON OF ICE

Cheat Codes

At the title screen—while the words "Press Start" are flashing—enter any of the following codes:

Down, **Up**, **Down**, **Left**, **Right**, **Up**, **Left**, **Up**, **A**—Stage select (highlight the name of any stage in the Atlas and press **A** to go there)
Down, **Down**, **Up**, **Up**, **Left**, **Right**, **Up**, **Down**, **A**—Unlock all Portals
Left, **Right**, **Right**, **Right**, **Down**, **Up**, **Right**, **Up**, **A**—99 lives
Down, **Up**, **Up**, **Down**, **Left**, **Right**, **Right**, **Left**, **A**—Infinite energy in Sparx rounds
Down, **Right**, **Up**, **Left**, **Left**, **Up**, **Right**, **Down**, **A**—Infinite Powerup Shots (**L** button) in Sparx rounds
Right, **Up**, **Right**, **Left**, **Down**, **Up**, **Left**, **Down**, **A**—Unlock the following special features in Sparx rounds:

• Hold **L** and press **SELECT** for all keys
• Hold **Up** and press **SELECT** for shield powerup (**L** button)
• Hold **Left** and press **SELECT** for rapid-fire Powerup Shots
• Hold **Down** and press **SELECT** for homing Powerup Shots
• Hold **Right** and press **SELECT** for Smart Bomb Powerup Shots

SPYRO 2: SEASON OF FLAME

Infinite Lives

At the title screen, press **Left**, **Right**, **Left**, **Right**, **Right**, **Up**, **Down**, **B**. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

STAR WARS: JEDI POWER BATTLES

Passwords

V C J 0 X Y K—Level Select for Mace Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

STAR X

Cheat Passwords

Choose "Start" from the main menu, then select "Password" and enter any of the following codes:

G S H A R D—Invincibility
G S B O O M—Infinite Smart Bombs
G S M A X—Always have max. weapons

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode

At the main menu, select "New Game." When the "Enter Name" prompt appears, enter MUSIC.ON as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TETRIS WORLDS

"Popular" Mode

Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

TONY HAWK'S PRO SKATER 2

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

• Hold **R**, press **START**, **A**, **Down**, **B**, **A**, **Left**, **Left**, **A**, **Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)

"Paused" Menu Cheats

Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

• Hold **R**, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **START**—Unlock Spider-Man as a playable character
• Hold **R**, press **A**, **Left**, **Left**, **Up**, **Right**, **B**, **A**, **START**—Unlock Mindy as a playable character
• Hold **R**, press **A**, **START**, **A**, **Right**, **Up**, **Up**, **Down**, **Down**, **Up**, **Up**, **Down**—Gives you enough money to unlock all of the game's levels
• Hold **R**, press **Left**, **A**, **START**, **A**, **Right**, **START**, **Right**, **Up**, **START**—Zoom in and out repeatedly (enter the code again to disable its effects)
• Hold **R**, press **Left**, **Up**, **START**, **Up**, **Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:

• Hold **R**, press **B**, **A**, **Down**, **A**, **START**, **START**, **B**, **A**, **Right**, **B**, **Right**, **A**, **Up**, **Left**—Unlocks all of the cheats at the Options menu
• Hold **R**, press **B**, **Left**, **Up**, **Down**, **Left**, **START**, **START**—Disable blood effects (enter the code again to turn the blood effects back on)
• Hold **R**, press **Right**, **A**, **Down**, **B**, **A**, **START**, **Down**, **A**, **Right**, **Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
• Hold **R**, press **B**, **A**, **Left**, **Down**, **B**, **Left**, **Up**, **B**, **Up**, **Left**, **Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

TUROK: EVOLUTION

Inventory Password

Enter K L 9 8 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo.

Level Passwords

6 T 8 K—Battlefields 2
T 7 R 3—Battlefields 3
4 V 2 T—Battlefields 4
7 N R 1—Abandoned Subway 1
V R 0 5—Abandoned Subway 2
2 T 7 4—Abandoned Subway 3
3 9 K V—Abandoned Subway 4
K V 4 1—Jungle of Darkness 1
V 0 5 2—Jungle of Darkness 2
3 6 7 8—Jungle of Darkness 3
L V 1 5—Jungle of Darkness 4
3 K 2 1—The Fortress 1
9 V L 2—The Fortress 2
T V 7 L—The Fortress 3
5 R T V—The Fortress 4
K 6 9 L—The Final Frontier 1
7 5 9 T—The Final Frontier 2
3 6 4 V—The Final Frontier 3
T K 8 N—The Final Frontier 4

URBAN YETI!

Passwords

Choose "Continue" from the main menu, then enter any of these passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island
H A M S T E A K—Mini-Game: Soup Kitchen Manager
N I T E T I M E—Level 1: Industrial Island (Part 2)
V E N G E F U L—Level 2: The City
PINGPONG—Mini-Game: Discus Tournament
D U M P S T E R—Level 3: The City
Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun
C I T I Z E N S—Level 4: The Suburbs
P R O V I D E R—Mini-Game: Yeti Chicken Rancher
T O N Y G O L D—Secret cheat menu

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu

At the stage-select screen, hold the **SELECT** button and press **L**, **L**, **B**, **A**, **R**. A secret menu will appear that allows you to play any of the game's mini-battles.

ACTION MAN: SEARCH FOR BASE X

Password

Enter the password "7 ! B !" to unlock all of the game's stages.

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu.

SPACEVAC—Zone 2
STARSBRN—Zone 3
WORMSIGN—Zone 4
INCOMING—Zone 5
PROJECTX—Unlock Excalibur ship
QRTREATR—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
CHEATONX—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game

Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.

Cheat Code—Mojo Maze

Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game.

Unlock Gifts

Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game.

Unlock Gifts

Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)

At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.

"Hidden" Puzzle Mode (Wide Field)

At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.

Unlock All Secret Characters

At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from in any game mode that has a character-select menu.

DEXTER'S LABORATORY: ROBOT RAMPAGE

Play As the Super Robot

At the title screen—while the words "Push Start" are flashing—press the **A** button and the **B** button ten times each, then press **SELECT**; you'll hear a sound to confirm the code. Now you can choose the Super Robot at the character-select screen.

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to enter the Lost World from any Kiosk.

EVEL KNIEVEL

Secret Password

Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately.

GAME BOY CAMERA

Secret Game

Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.

Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini-game.
- Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
- Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
- Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
- Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
- If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
- If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse.

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.

Change Speed

At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message

Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

MEN IN BLACK: THE SERIES

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**; you'll hear a signal to confirm the code.

Start Spy Hunter *with All Special Weapons*

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**; you'll hear a signal to confirm the code.

ODDWORLD ADVENTURES

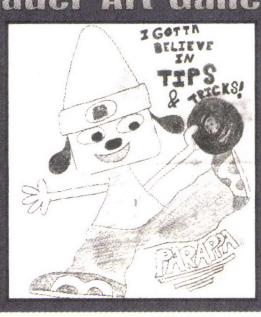
Super Jump

When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same

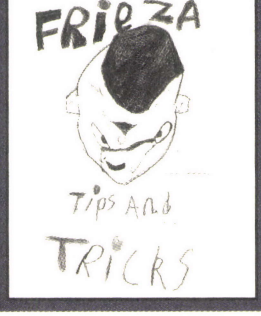
TIPS & TRICKS Reader Art Gallery



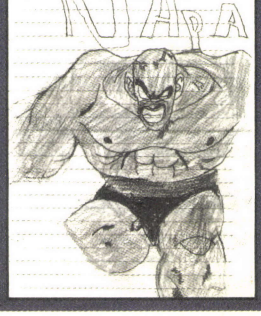
by Trey Liebscher, Warner Robins, GA



by Carson Bartz, New Port Richey, FL



by Tim Roach, Rockyface, GA



by Jquil Tuggle, Denver, Co

jump as many times as you want with the proper timing.
Passwords
J C B C M—Level 2-0
J M B C C—Level 2-1
J M C C B—Level 2-2
J P C C D—Level 2-3
J T C C J—Level 2-4
S T C C S—Level 2-5
S B C C T—Level 2-6
T B F C Q—Level 2-7
T B K C L—Level 3-1
T B T C B—Level 3-2
T B T D C—Level 3-3
T B T B T—Final Level

RAMPAGE 2 UNIVERSAL TOUR
Make Your Own Password
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:
1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space
3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

ROCKET POWER: GETTIN' AIR
Unlock All Levels
From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level:
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START**
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**
Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

RUGRATS: TIME TRAVELERS
Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS
Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN
Password
Z P M H L C M R Q—Unlock all characters

SNOOPY TENNIS
Password
W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)
Passwords
C L S S 1 2 8 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
? W Z 4 V C L N 4 W 8 1 V ?—Mars
R S S N 3 Q J 7 8 ? G J M C—Jupiter
W S P Z M S 0 8 N ? H 8 N F—Saturn
C V 1 ? Q W K G J 3 X 8 R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPIDER-MAN (Game Boy Color version)
Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX
Cheat Codes
Enter any of the following codes at the title screen:
Unlock "Nightmare" difficulty level—**Up, Down, Right, A** (or **A, B, SELECT, Up, Right, Down**)
Play secret mini-game—**A, B, A, B, Down**
Infinite webbing—**Left, Down, B, Up**
Web kills enemies instead of immobilizing them—**Down, A, B, A, A**
Cheat Menu (stage select, infinite health, infinite webbing)—**B, A, Left, Down, Up, Right**

SPONGEBOB SQUAREPANTS LEGEND OF THE LOST SPATULA
Cheat Code
Choose "Continue" from the main menu and enter "D3BVG–M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS: YODA STORIES
Infinite Health
At the title screen, press **B, A, Left, Right, A**. You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.
Stage Select
At the title screen, press **Up, Up, B, Down, A**. You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear.

STREET FIGHTER ALPHA
Fight Akuma or M. Bison
To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

TETRIS BLAST
"Fight 2" Mode
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

TETRIS DX
Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap **B**.

TONY HAWK'S PRO SKATER 2
Passwords
B 5 8 L P T G B B B B V—All boards & levels unlocked
V ! T ! M B B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET
Password
Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TURRICAN
Cheat Code
At the options screen, press **A, B, B, A, B, A, A, B, A, A, B, A, A, B, A, A**, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)
Passwords
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES
Password
Enter the password "M U T T L E Y" to unlock all secret characters and the "Crazy" Cup.

WARIO BLAST
One-Player Game
To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3
Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WWF BETRAYAL
Debug Mode Password
At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

WWF WRESTLEMANIA 2000
Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN MUTANT ACADEMY
Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE
Stage Skip
At the title screen—when the words "Press Start" appear—press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, B, A**; you'll hear a sound to confirm the code. Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing **SELECT**.
Alternate Costume
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a sound to confirm. When you start the game, Wolverine will appear in the brown costume he wore in the comics during the '80s.

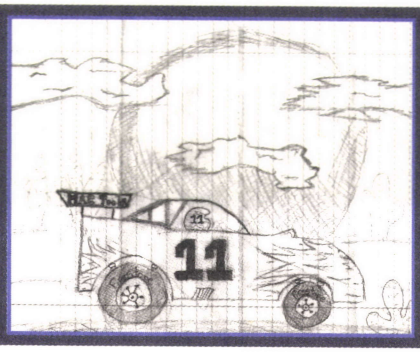
XTREME SPORTS
Cheat Menu
At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold **A** and press **Left** or **Right** to change the number, then press **SELECT** to listen to it.
See the Ending
Enter the Sign-In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.
All Competition Medals
Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase). Back outside, hold the **A** button and press **SELECT** to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold **A** and press **SELECT** again, the Medal count will return to zero.

YARS' REVENGE
Password
Enter the passcode "O + O O" to start at any stage up to and including Level 240.

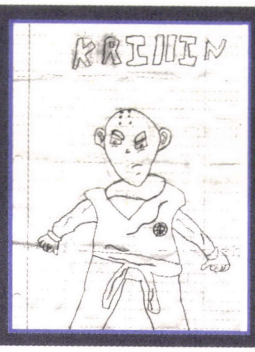
YU-GI-OH! DARK DUEL STORIES
Passwords
4 2 3 8 2 4 4 3—See the credits
6 5 4 3 7 2 0 5—Yugi's Grandpa appears to give you an extra card after every victory



by Alex Chen, San Juan, Puerto Rico



by Joe Presgrove, Lansing, MI



by Andrew Lozano, Edinburg, TX



Codes for use with InterAct Game Products' GameShark® Video Game Enhancers

PlayStation 2

Armored Core 3

0E3C7DF2-1853E59E + EE97BFC2-BCD7EE5A—[M] Must be on
DE431EAE-C19E7B82—Max. cash
CE4FAE1A-BCA937BE—Infinite AP
CE4FAE26-BCA937BE—Infinite Power
CE4FA576-BCA99E6A—Infinite Right Ammo
CE4E7D86-BCA99BE6—Infinite Left Ammo
CE4FA5F6-BCA99BE6 + CE4FA476-BCA99BE6—Infinite Back Ammo
CE4FA4F6-BCA99BE6—Infinite Inside Ammo
CE4F9B76-BCA99BE6—Infinite Extension Ammo
DE4F7F5A-BCA99B88—Weak Opp. 1 Arena
DE43DE9E-BDAA9C83 + DE43DE9A-BDAA9C84 + DE43DEA6-BDAA9C84 +
DE43DEA2-BCA99B84—All Heads
DE43DE5E-BDAA9C83 +
DE43DE5A-BCAA9C84—All Cores
DE43DE1E-BDAA9C83 + DE43DE1A-BDAA9C84 + DE43DE26-BDAA9C84 +
DE43DE22-BDAA9C84 + DE43DE23-BDAA9C84 + DE43DE2A-BCAA9C84—All Arms
DE43DEDE-BDAA9C83 +
DE43DEDA-BDAA9C84 + DE43DEE6-BDAA9C84 + DE43DEE2-BDAA9C84 +
DE43DEEE-BDAA9C84 + DE43DEEA-BDAA9C84 + DE43DEF6-BDAA9C84 +
DE43DEF2-BDAA9C84 +
DE43DDFE-BCAA9C84—All Legs
DE43DD9E-BDAA9C83 +
DE43DD9A-BDAA9C84—All Boosters
DE43DD5E-BDAA9C83 +
DE43DD5A-BDAA9C84 +
DE43DD66-BCAA9C84—All FCS
DE43DD1E-BDAA9C83 +
DE43DD1A-BDAA9C84—All Generators
DE43DDDE-BDAA9C83 +
DE43DDDA-BDAA9C84—All Radiators
DE43DC9E-BDAA9C83 + DE43DC9A-BDAA9C84 + DE43DCA6-BDAA9C84 +
DE43DCA2-BCAA9C84—All Inside Parts
DE43DC5E-BDAA9C83 + DE43DC5A-BDAA9C84 + DE43DC66-BDAA9C84 +
DE43DC62-BDAA9C84 +
DE43DC6E-BCA99C84—All Extensions
DE43DC1E-BEAB9D83 + DE43DC1A-BEAB9D85 + DE43DC26-BEAB9D85 +
DE43DC22-BEAB9D85 + DE43DC2E-BEAB9D85 + DE43DC2A-BEAB9D85 +
DE43DC36-BEAB9D85 + DE43DC32-BEAB9D85 + DE43DC3E-BEAB9D85 +
DE43DC3A-BEAB9D85 +
DE43DCC6-BCA99B85—All Back Weapons
DE43DCDE-BDAA9C83 +
DE43DCDA-BDAA9C84 + DE43DCE6-BDAA9C84 + DE43DCE2-BDAA9C84 +
DE43DCEE-BDAA9C84 + DE43DCEA-BDAA9C84 + DE43DCF6-BDAA9C84 +
DE43DCF2-BCA99B84—All R Arm Units
DE43D39E-BDAA9C83 + DE43D39A-BDAA9C84 + DE43D3A6-BDAA9C84 +
DE43D3A2-BCA99B84—All L Arm Units
DE43D69E-BDAA9C83 + DE43D69A-BDAA9C84 + DE43D6A6-BDAA9C84 +
DE43D6A2-BCA99B84—All Heads in Shop
DE43D65E-BDAA9C83 +
DE43D65A-BCAA9C84—All Cores in Shop
DE43D61E-BDAA9C83 + DE43D61A-BDAA9C84 + DE43D626-BDAA9C84 +
DE43D622-BDAA9C84 + DE43D623-BDAA9C84 + DE43D62A-BCAA9C84—All Arms in Shop
DE43D6DE-BDAA9C83 +
DE43D6DA-BDAA9C84 + DE43D6E6-BDAA9C84 + DE43D6E2-BDAA9C84 +
DE43D6EE-BDAA9C84 + DE43D6EA-BDAA9C84 + DE43D6F6-BDAA9C84 +
DE43D6F2-BDAA9C84 +
DE43D5FE-BCAA9C84—All Legs In Shop
DE43D59E-BDAA9C83 +
DE43D59A-BDAA9C84—All Boosters in Shop
DE43D55E-BDAA9C83 + DE43D55A-BDAA9C84 + DE43D566-BCAA9C84—All FCS in Shop
DE43D51E-BDAA9C83 +
DE43D51A-BDAA9C84—All Gens in Shop
DE43D5DE-BDAA9C83 +
DE43D5DA-BDAA9C84—All Rads in Shop
DE43D49E-BDAA9C83 + DE43D49A-BDAA9C84 + DE43D4A6-BDAA9C84 +
DE43D4A2-BCAA9C84—All In Parts in Shop
DE43D45E-BDAA9C83 + DE43D45A-BDAA9C84 + DE43D466-BDAA9C84 + DE43D462-BDAA9C84 + DE43D46E-BCA99C84—All Exts in Shop
DE43D41E-BEAB9D83 + DE43D41A-BEAB9D85 + DE43D426-BEAB9D85 +
DE43D422-BEAB9D85 + DE43D42E-BEAB9D85 + DE43D42A-BEAB9D85 +
DE43D436-BEAB9D85 + DE43D432-BEAB9D85 + DE43D43E-BEAB9D85 +
DE43D43A-BEAB9D85 +
DE43D4C6-BCA99B85—All B Weapon in Shop
DE43D4DE-BDAA9C83 +
DE43D4DA-BDAA9C84 + DE43D4E6-BDAA9C84 + DE43D4E2-BDAA9C84 +
DE43D4EE-BDAA9C84 + DE43D4EA-BDAA9C84 + DE43D4F6-BDAA9C84 +
DE43D4F2-BCA99B84—All R Arms in Shop
DE43CB9E-BDAA9C83 + DE43CB9A-BDAA9C84 + DE43CBA6-BDAA9C84 +
DE43CBA2-BCA99B84—All L Arms in Shop

Blade II

DEB524BA-FAA99B83—Slow burn enemies
DEB524BA-00A99B83—Evaporate enemies
DEB52406-02A99B83—Hi-flyin' enemies
DEB52406-FFA99B83—Hovering enemies
DEB5246A-F9A99B83—Shotgun: tight choke
DEB5246A-FBF99B83—Shotgun: open choke

Dino Stalker

0E3C7DF2-1853E59E + EE8EFDFE-BCD0A302—[M] Must be on
DEAFDF3A-BC413102—Max. points
CEAFDF94-BCA9DB23—Infinite health
CEAFDE76-BCA99CE6—Max. Recovery Aid
CEAFDE72-BCA99CE6—Max. Resuscitation
CEAFDE7E-BCA99CE6—Max. Antidotes
CEAFDE06-BCA99C84—Have Ampoule
CEAFDE02-BCA9C292—Max. Tachyons

Gungrave

0E3C7DF2-1853E59E + EE8EF686-BCC4360A—[M] Must be on
CE9DEE12-BCA99B8C—Infinite Demo shots
CE9E894E-BCA99E6A—999 Beat
CE9E8944-BCA9DDCB—Infinite shield
CE9E89B8-BCA9DE03—Infinite health
CE9DEE16-BCA99B86—Have all Demo shots
CE9CA862-BCA99B84—Enable Slow option
CE9CA86C-BCA99B84—Enable Movie
CE9CA86E-BCA99B8B—Enable Characters
CE9CA868-BCA99B84—Enable Demo shot
CE9CA86A-BCA99B84—Enable stage select

The Mark of Kri

DE86486E-BF899B8B + DE86486A-BCA99B83—Weapons don't bounce or stick

Mobile Suit Gundam: Federation vs. Zeon

0E3C7DF2-1853E59E + EE946B66-BCB96B3A—[M] Must be on
CE7819C8-BCA99C13 + CE7819CA-BCA99C13—Federation never defeated
CE7819C8-BCA99B83 + CE7819CA-BCA99B83—Federation always defeated
CE77F318-BCA99C13 + CE77F31A-BCA99C13—Zeon never defeated
CE77F318-BCA99B83 + CE77F31A-BCA99B83—Zeon always defeated

Onimusha 2: Samurai's Destiny

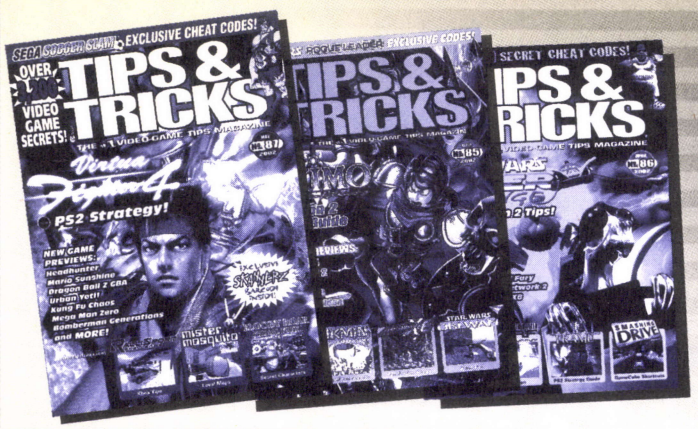
0E3C7DF2-1853E59E + EE8A60D6-BCC0A096—[M] Must be on
D161153A-BCB8DDC2—Infinite money
C1613D3A-BCA9A783—Max. health
C1613D3E-BCA9A783—Infinite health
D1613D3E-C8A9A783—Max. & infinite health
D161164A-C8A9A783 + D16110FE-C8A9A783—Max. & infinite Ogre Power
D161165E-BCAA8B83—Infinite Enhance Points
D161108E-BCA99B82—Full Weapon OHGI
D161176E-BCA99B88—Always Onimusha
F160F3AC-BCA99B84—Scenario Route
D160F3AA-BBA89A82—All Extras
D1613EE6-BCA99C83—Jubei as Elvis
D1613EE6-BCA99D83—Jubei the Pimp
D160FEFA-BCA99BE6—Oyu: Infinite Dagger
D160FE82-BCA99BE6—Kotaro: Infinite Shuriken
D160FE42-BCA99BE6—Magoichi: Infinite Bomb
D160FEBA-BCA99BE6—Ekei: Infinite Charm

The Scorpion King: Rise of the Akkadian

0E3C7DF2-1853E59E + EE9E5F4E-BCC7E90A—[M] Must be on
CE95C4CE-BCA99B83—Save anywhere
CE9079C8-BCA9DD4B—Infinite stamina
CE907BE8-BCA9DF43—Max. endurance
CE907BEC-BCA9DF43—Max. strength
DE916656-BBA89A82 + DE916652-BBA89A82 + DE91665E-BBA89A82 + DE91665A-BBA89A82 + DE916666-BBA89A82 + DE916662-BBA89A82 + DE91666E-BBA89A82—All bonuses unlocked
DE9077BE-BCA99B88—Have best Gauntlet
DE9077BA-BCA99B88—Have best Sword
DE907746-BCA99B88—Have best Large Sword
DE907742-BCA99B88—Have best Spear
DE8EF686-BF899B8B + DE8EF682-BCA99B83—Hit anywhere/collect everything
DE9C5DCA-7DA99B83—Low gravity moon jump
DE9C5DF2-00756750—Raising jump
DE92E082-BCA99B84—Big head enemies
DE92E0A6-BCA99B84—Tiny enemies

Shifters

0E3C7DF2-1853E59E + EE9F329A-BCE67042—[M] Must be on
CE3DD98A-BCA99E6A—Max. Health potion
CE3DD99A-BCA99E6A—Max. Mana potion
CE3DD9AA-BCA99E6A—Max. Life Elixir
CE3DD9BA-BCA99E6A—Max. Restore potion
CE3DD94A-BCA99E6A—Max. Invisible potion
CE3DD95A-BCA99E6A—Max. Speed potion
FE41D10A-BCA99B82 + FE41D116-BCA99B82—Attribute points
FE41D0D6-BCA99B82—Infinite Form points
FE3DD296-BCA99BE7—Max. Mind
FE3DD291-BCA99BE7—Max. Body
FE3DD290-BCA99BE7—Max. Spirit
DE3DD2BA-C19E7B82—Max. Gold
CE3DD286-BCA99BA2—Max. Level
CE3DD282-BCA99A82—Quick level op
FE3DD25D-BCA99B83—Start with Beastials
FE3DD25C-BCA99B83—Start with Deadspawn
FE3DD25F-BCA99B83—Start with Kreegan
FE3DD25E-BCA99B83—Start with Genies
FE3DD259-BCA99B83—Start with Hybrids
FE3DD258-BCA99B83—Start with Automatia
0E3DD249-BCC99B87 + FE3DD249-BCA99B87 + 0E3DD249-BCA99B88 + FE3DD249-BCA99B8C—Quick evolve: Beastials
0E3DD248-BCC99B87 + FE3DD248-BCA99B87 + 0E3DD248-BCA99B88 + FE3DD248-BCA99B8C—Quick evolve: Deadspawn
0E3DD24B-BCC99B87 + FE3DD24B-BCA99B87 + 0E3DD24B-BCA99B88 + FE3DD24B-BCA99B8C—Quick evolve: Kreegan
0E3DD24A-BCC99B87 + FE3DD24A-BCA99B87 + 0E3DD24A-BCA99B88 + FE3DD24A-BCA99B8C—Quick evolve: Genies
0E3DD255-BCC99B87 + FE3DD255-BCA99B87 + 0E3DD255-BCA99B88 + FE3DD255-BCA99B8C—Quick evolve: Hybrids
0E3DD254-BCC99B87 + FE3DD254-BCA99B87 + 0E3DD254-BCA99B88 + FE3DD254-BCA99B8C—Quick evolve: Automatia



TIPS & TRICKS®

BACK ISSUES

1999

August 1999 Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September 1999 Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

2000

February 2000 Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March 2000 Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April 2000 Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3,Armored Core: Master of Arena

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

August 2000 Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September 2000 Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2,Tony Hawk's Pro Skater 2,The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap, and Pokémon Yellow

2001

January 2001 Gundam Battle Assault: Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode 1: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2: Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure (Part 1), Escape fromMonkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter: X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2. Fortress, Phantasy Star Online Ver. 2

December 2001 Dragon Warrior VII (Part 1) Time Crisis II, Batman: Vengeance

2002

January 2002 Luigi's MansionOddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network,Dragon Warrior VII (Part 2)

February 2002 Super Smash Bros. Melee WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002 Maximo: Ghosts to GloryMega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002 Star Wars Racer Revenge: Fatal Frame, Jet Set Radio Future, Smashing Drive

May 2002 Virtua Fighter 4: Sega Soccer Slam, Rallisport Challenge, Mister Mosquito, Bloody Roar:Primal Fury

June 2002 - Spider-Man: Resident Evil, GUNVALKYRIE, Headhunter, The Italian Job

July 2002 - Dragon Ball Z: The Legacy of Goku Dragon Ball Z: Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning

August 2002 Stuntman: Bomberman Generation, Bruce Lee: Quest of the Dragon, WWE Wrestlemania X8, Urban Yeti!, Gundam Battle Assault 2

September 2002 The Mark of Kri Barbarian: Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

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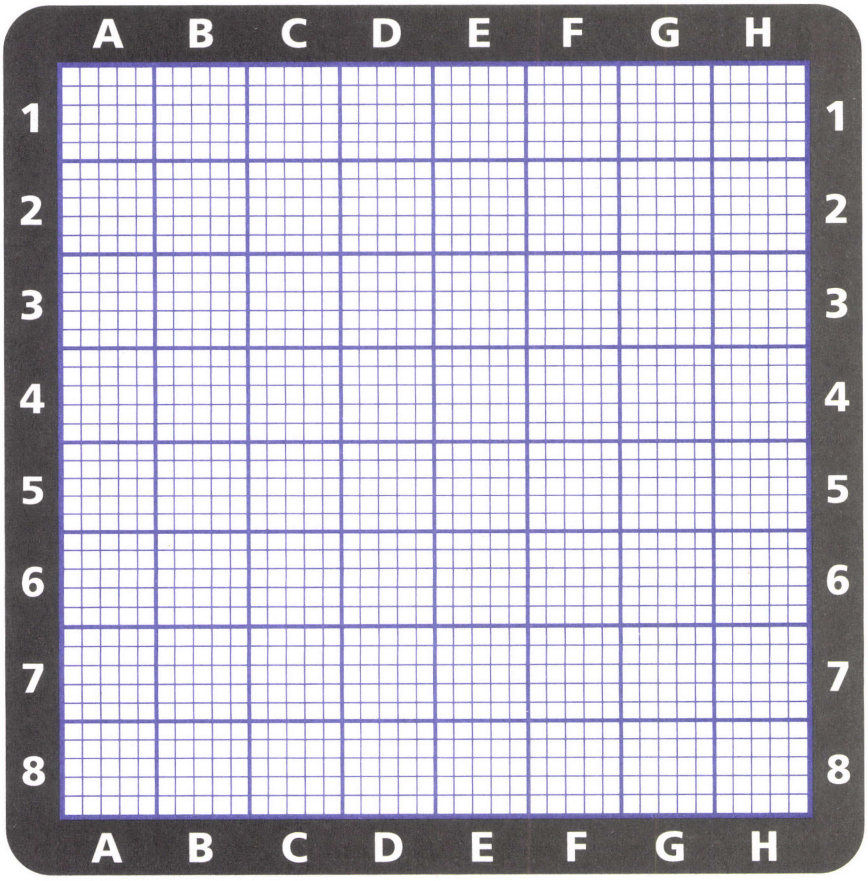
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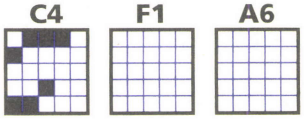
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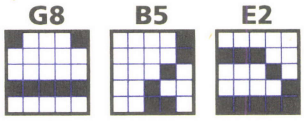
TIPS & TRICKS™

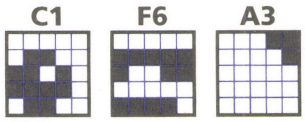
Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

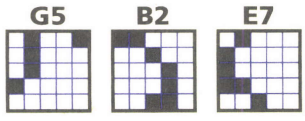
Pencil Puzzles

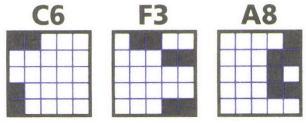


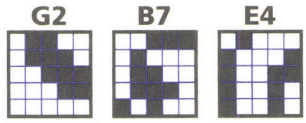


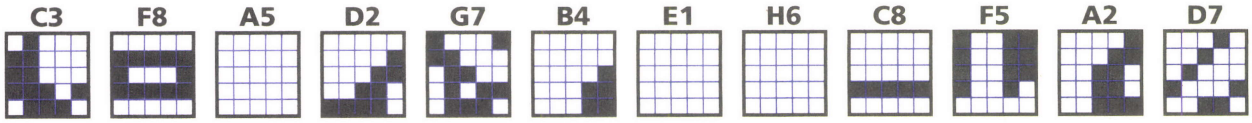


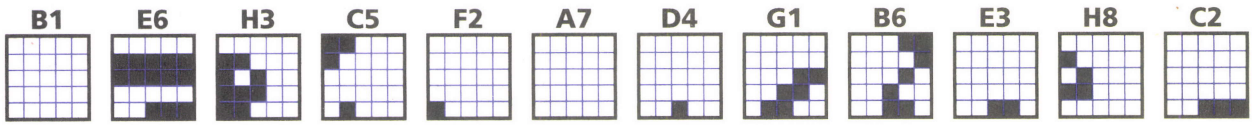


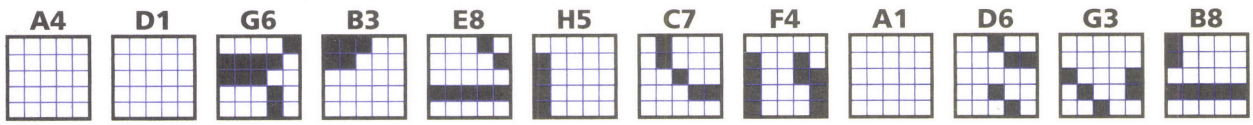


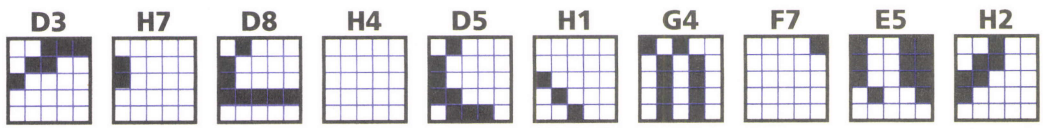




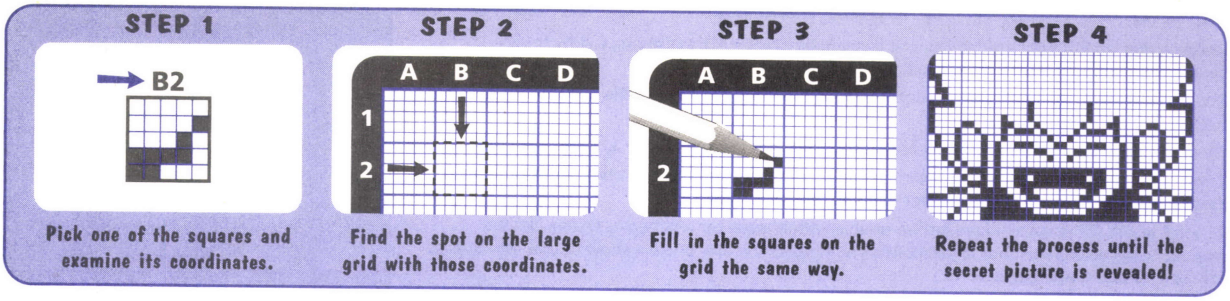








Directions

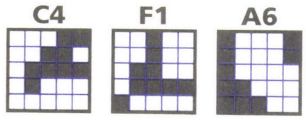


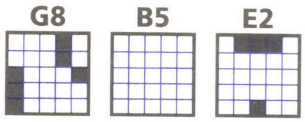
Pick one of the squares and examine its coordinates.

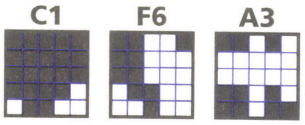
Find the spot on the large grid with those coordinates.

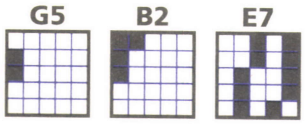
Fill in the squares on the grid the same way.

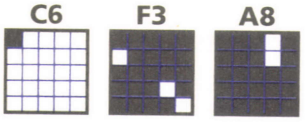
Repeat the process until the secret picture is revealed!

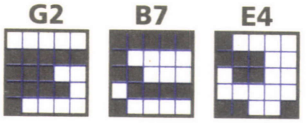


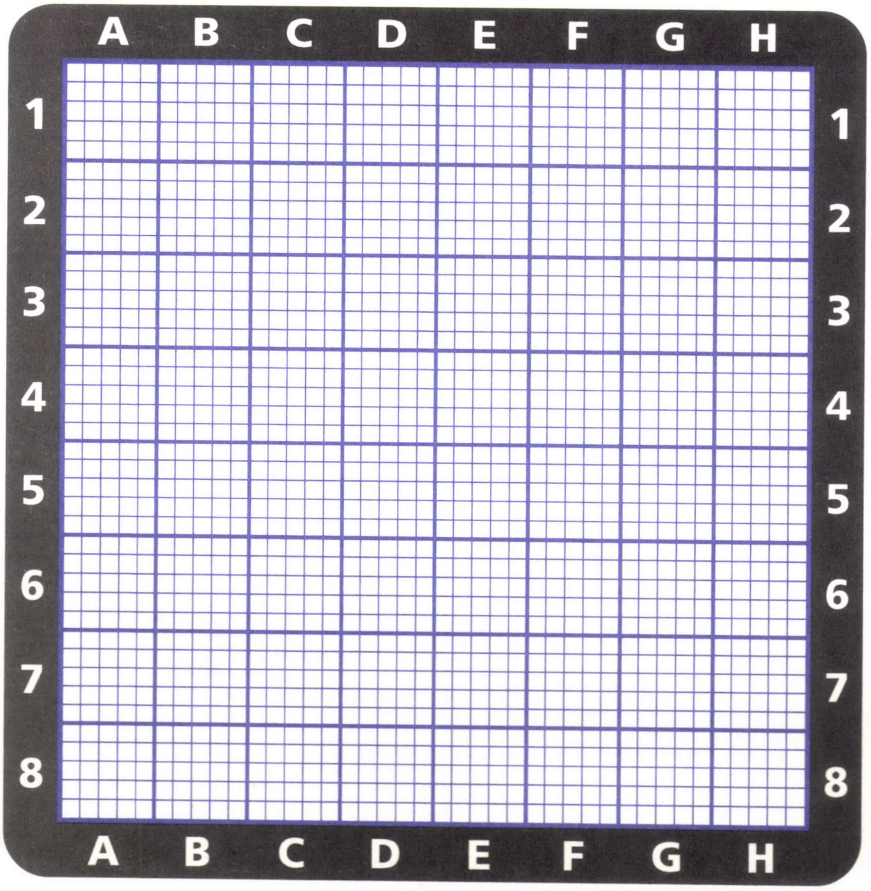


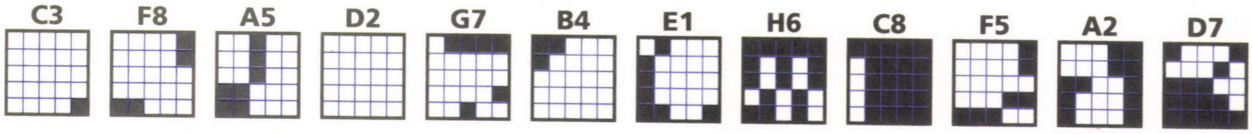


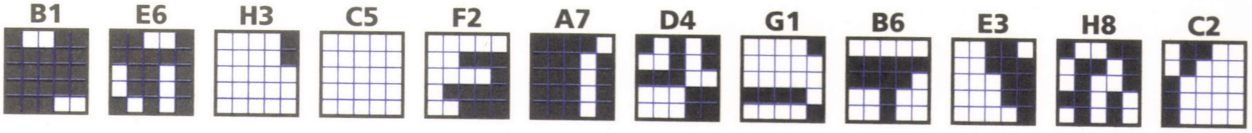


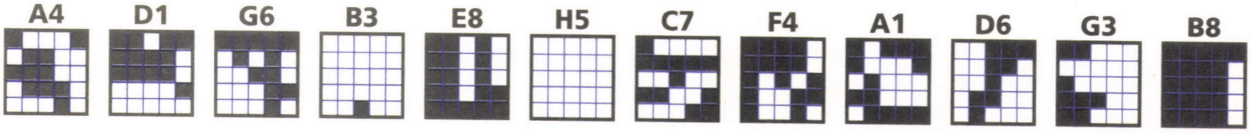


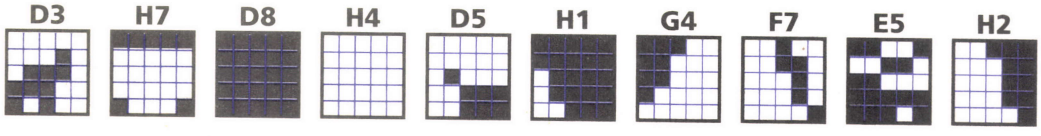






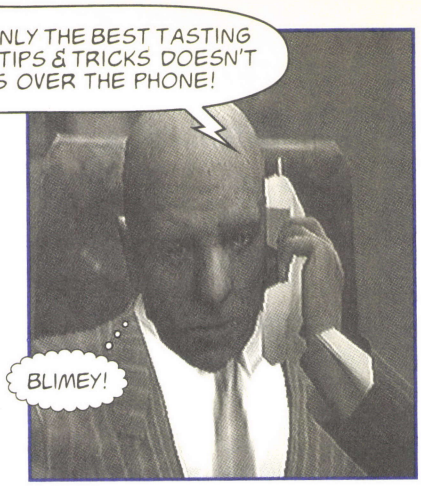






Pencil Puzzles

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the GameCube or Game Boy Advance, try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-976-3343 (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

WORKING DESIGNS
1-530-243-3417
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TIPS & TRICKS™ STEEL BATTALION™ SWEEPSTAKES



GRAND PRIZE: 1 WINNER

(1) *Steel Battalion* game for Xbox (includes game and controller)
(1) Capcom Prize Pack including:
- (1) *Genma Onimusha* game for Xbox
- (1) *Capcom vs. SNK E.O.* game for Xbox
- (1) Capcom T-shirt

(1) *TIPS & TRICKS* Backpack

FIRST PRIZE: 10 WINNERS

(1) Capcom Prize Pack including:
- (1) *Genma Onimusha* game for Xbox
- (1) *Capcom vs. SNK E.O.* game for Xbox
- (1) Capcom T-shirt

(1) *TIPS & TRICKS* cap

CAPCOM®

XBOX

TEEN T CONTENT RATED BY ESRB — Violence

TO ENTER:

Send a postcard (no envelopes, please) with your name, age, address, city, state, ZIP code, telephone number and e-mail address (if applicable) to:

TIPS & TRICKS Steel Battalion Sweepstakes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

All entries must be received by January 14, 2003.
Good luck!

ENTRY AND OFFICIAL RULES: NO PURCHASE NECESSARY TO ENTER OR WIN. SWEEPSTAKES IS OPEN TO MAIL-IN ENTRIES (Post Card) ONLY. Participation in the Sweepstakes constitutes entrant's full and unconditional agreement to and acceptance of these Official Rules. The *TIPS & TRICKS Steel Battalion* Sweepstakes will occur on January 15, 2003; deadline for entry is 5:00 p.m. PST January 14, 2003 . The Sweepstakes is sponsored by Capcom U.S.A., Inc. and *TIPS & TRICKS* Magazine, 8484 Wilshire Boulevard, Suite 900, Beverly Hills, CA 90211 [collectively, the "Sponsor"]. Eligibility: The Sweepstakes is open to persons of any age other than employees, officers, and directors of the Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies as well as their respective immediate family members and persons living in their same household. How to Enter: You can only enter the Sweepstakes one way: by mailing a post card containing the words "*TIPS & TRICKS* STEEL BATTALION SWEEPSTAKES" along with your name, age, address, e-mail address (if you have one) city, state, zip code and telephone number to *TIPS & TRICKS* STEEL BATTALION SWEEPSTAKES, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Only fully completed entry postcards are eligible for the Sweepstakes, your name, address, e-mail address (if entrant has an e-mail address, and, if not, the words, "NO E-MAIL ADDRESS" printed on the card) and phone number. ONLY ONE ENTRY PER PERSON IS PERMITTED. MULTIPLE ENTRIES BY THE SAME PERSON WILL DISQUALIFY ENTRANT. How to Win: The Winners will be selected in a random drawing on January 15, 2003 at 1:00 P.M. PST from among all eligible completed entries, subject to verification. One entry will be selected for the Sweepstakes' Grand Prize—a *Steel Battalion* video-game controller, a *Steel Battalion* video game, a *Genma Onimusha* video game, a *Capcom vs. SNK E.O.* video game, a Capcom T-Shirt and a *TIPS & TRICKS* backpack. For the Drawing's "First Prizes" (10 winners)—a *Genma Onimusha* video game, a *Capcom vs. SNK E.O.* video game, a Capcom T-Shirt and a *TIPS & TRICKS* cap. No alternative prizes, cash, or other substitutions are permitted except at Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): Winners will be selected from all eligible entries received on January 15, 2003. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry deadline. After being contacted by Sponsor by telephone or mail, the winners will have 10 days from date of notification to claim their prizes by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify Winners. Winners may be required to sign and return a release of liability, declaration of eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. Winners may be required to have photographs taken. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, Winners agree to the use of his/her names, voices and/or likenesses for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. 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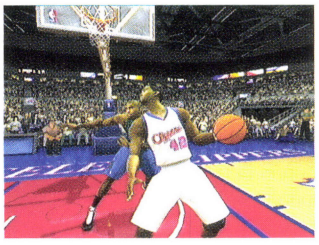
Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

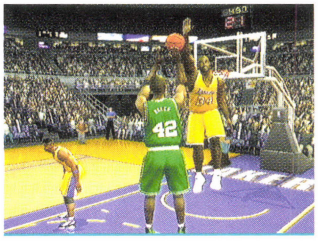
by Anatole Brown

NBA Live 2003

Out of all the new NBA titles, *NBA Live 2003* has received the biggest makeover since last year. This is the most arcadelike *NBA Live* title yet—which can be a good thing or bad thing for devotees of the series. The game is much more fluid and features tons of fast-breaks and ankle-breaking crossovers. The *NBA Live* series has always stressed the finer points of a grinding half-court game, but *NBA Live 2003* is a game that the Showtime-era Lakers would be very proud of. Hardcore sim enthusiasts may be a little put off by the block and dunkfest that *NBA Live* has turned into, but there's no doubt that the *NBA Live* team had to instill some new life into this aging series.

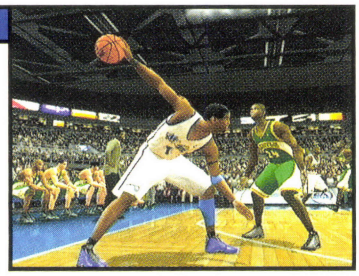


EA's new "Freestyle Control" lets you pull off some amazing maneuvers just by fiddling around with the right analog stick. By moving it from one position to another, you can seamlessly string together moves, almost like a fighting game. For example, a player can go from a sweet crossover to a stutter step, then post up and do an up-and-under move all in one easy, seamless transition.



Defense is a little tougher using the Freestyle Control, but there are a few moves that can't be done unless you use it, like crouching down for a steal or putting up your arms to distract a shot. It looks like the Freestyle Control feature will be included in all future EA Sports titles, so get used to it now.

The default button configuration for *NBA Live 2003* has changed a bit if you're a veteran *NBA Live* baller. We suggest configuring your controller to the "Preset 2" option if you're used to the old setting. This enables you to still use **L1** to bring up the passing icons instead of **L2** in the new setting. Also, the "Preset 2" option places the spin move on the **L2** button and the crossover move on **R2**, allowing you to freely dribble in style by just pressing the shoulder button, almost like a secondary Freestyle Control feature. Also, we highly recommend using the "Baseline Low" camera setting instead of the default setting; this has become pretty much the standard viewpoint for optimal court vision thanks to the *NBA 2K* series.



NBA Live 2003 Secret Characters

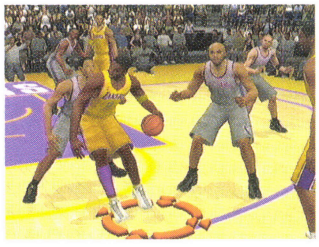


Several artists who worked on the soundtrack for *NBA Live 2003* are playable in the game as hidden characters. Here's how to unlock them for the PlayStation 2, GameCube and Xbox: From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team.

FLIPMODE—Busta Rhymes
CALIFORNIA—Hot Karl
GOODBEATS—Just Blaze
GHETTOFAB—Fabolous
DOLLABILLS—B. Rich
MIXTAPES—DJ Clue

NBA 2K3

It's almost as if the *NBA Live* and the *NBA 2K* series switched places this year, with *NBA 2K3* touting itself as the ultimate NBA sim. If *NBA Live 2003* reflects the Showtime-era Lakers, then *NBA 2K3* is a lesson from coaches John Wooden or Larry Brown. Basketball purists who prefer the plodding half-court set with a focus on Phil Jackson-style ball-rotation should definitely consider switching over to *NBA 2K3*, especially with *NBA Live 2003*'s new dunkathon direction. If you set the controller setup option to "Alternate Control C," you'll basically have the old *NBA Live* controls in *NBA 2K3*! This game is all about realism, even down to the way players start to glisten with sweat as the game goes on—although Gary Payton and Latrell Sprewell are known to never break a sweat in real life! A new move for diving after loose balls has also been added this year, rewarding anybody who hustles on the floor...just like in the real NBA. *NBA 2K3* relies on the fundamental "inside/outside" game where feeding the ball to the low post and then kicking it back out to the perimeter is often a good way to initiate an offense. Remember, basketball fundamentals are greatly rewarded in *NBA 2K3*, so you have to be mindful of your offensive set when bringing the ball upcourt.







NBA 2K3 Cheats



These codes work for the PlayStation 2, GameCube and Xbox versions of *NBA 2K3*. From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding **Left** on the D-pad and **Right** on the left analog stick, press **START**. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared on the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.

MEGASTARS—Unlocks the NBA 2K3, Sega Sports and VC teams
SPRINGER—Trash appears on the ground in Street mode

NBA 2002-2003 Season Roster Updates

The default *NBA Live 2003* and *NBA 2K3* rosters are accurate up until August 27th, which is way before even the start of the preseason! Unless you have a PS2 Network Adapter, you won't be able to download updated rosters, so we're giving you some updates to get you started. It's a lot of tedious work, but if you want Jerry Stackhouse on the Wizards—or even Chris Dudley back on the Blazers—then you'd better get crackin'! There's never a straight-up trade in the NBA, so the best way to organize your rosters is to release all the players that need to be removed from their original teams first, then sign them into the appropriate teams from the Free Agents pool. Transactions that only occur in *NBA Live 2003* will be indicated in BLUE, while transactions that only occur in *NBA 2K3* will appear in RED.

Players to Release and Sign

Team	Player to Release	New Team
Atlanta	Cal Bowdler	Free Agent
	Mark Strickland	Free Agent
Boston	Roshown McLeod	Free Agent
	Erick Strickland	Indiana
Chicago	Travis Best	Miami
	Charles Oakley	Washington
Cleveland	Lamond Murray	Toronto
	Jeff Trepagnier	Free Agent
Dallas	Johnny Newman	Free Agent
	Wang Zhizhi	L.A. Clippers
Denver	Mengke Bateer	San Antonio
	Mark Jackson	Utah
	Don Reid	Detroit
Detroit	Dana Barros	Free Agent
	Brian Cardinal	Washington
	Jerry Stackhouse	Washington
	Ratko Varda	Washington
	Rodney White	Denver
Golden State	Mookie Blaylock	Free Agent
	Dean Garrett	Free Agent
	Cedric Henderson	Milwaukee
Houston	Dan Langhi	Phoenix
	Walt Williams	Free Agent
Indiana	Kevin Ollie	Milwaukee
	Carlos Rogers	Free Agent
L.A. Clippers	Doug Overton	Chicago
	Obinna Ekezie	Orlando
Miami	Kendall Gill	Minnesota
	Jimmy Jackson	Free Agent
Milwaukee	Rafer Alston	Golden State
	Greg Anthony	Free Agent
	Darvin Ham	Atlanta
Minnesota	William Avery	Free Agent
	Robert Pack	Free Agent
New York	Felton Spencer	Free Agent
Orlando	Jaren Jackson	Free Agent
Philadelphia	Alvin Jones	Free Agent
Phoenix	Milt Palacio	Cleveland
	Joe Crispin	Free Agent
Sacramento	Chucky Brown	Free Agent
San Antonio	Jason Hart	Free Agent
	Cherokee Parks	L.A. Clippers
Seattle	Antonio Harvey	Atlanta
	Randy Livingston	Minnesota
	Art Long	Philadelphia
Toronto	Dell Curry	Free Agent
	Derrick Dial	Free Agent
	Hakeem Olajuwon	Free Agent
	Michael Stewart	Cleveland
Utah	Rusty Larue	Free Agent
	Quincy Lewis	Free Agent
	John Starks	Free Agent
Washington	Hubert Davis	Detroit
	Richard Hamilton	Detroit
	Popeye Jones	Dallas

Free Agent Signings

Team	Player to Sign
Chicago	Rick Brunson
Cleveland	Anthony Johnson
	Vonteego Cummings
Dallas	Raja Bell
	Popeye Jones
Golden State	Rafer Alston
	Dean Oliver
Houston	Tierre Brown
	Dan Langhi
Indiana	Greg Foster
L.A. Clippers	Cherokee Parks
Miami	Travis Best
	Eddie House
	Sean Marks
Minnesota	Kendal Gill
New York	Mark Pope
	Lavor Postell
Orlando	Shawn Kemp
	Obinna Ekezie
Portland	Chris Dudley
San Antonio	Mikki Moore
Toronto	Jelani McCoy
Washington	Charles Oakley
	Bryon Russell

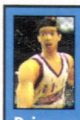
Players to Create and Sign

There are quite a few players that are missing from both games. Many of these players' stats can be found in older versions of *NBA Live* and the *NBA 2K* series, so pull out your old copies and start creating! A new rating category has been added in *NBA Live 2003* called "Primacy;" it's similar to to the "Clutch" rating from *NBA Live 2001*. For example, Kobe Bryant has a 99 Primacy rating because he has significant impact for his team late in the game. You'll have to determine a player's Primacy yourself when creating the following ballers. For *NBA 2K3*, even more veteran players are missing in addition to the ones listed (many of them similar to the list for *NBA Live 2003*), like Arvydas Sabonis of the Blazers. They can be found in older games like *NBA 2K* and *NBA 2K1* for the Dreamcast. Unfortunately, the player rating system is so completely different in the older Dreamcast *NBA 2K* games that you may have a hard time translating those stats over to *NBA 2K3*. You can find a lot of useful information like player career stats, height, weight, college and photographs on www.nba.com.

Team	Player to Create	Stats
Atlanta	Antonio Harvey	NBA Live 2001 (Portland)
Boston	Ruben Wolkowski	NBA Live 2001 (Seattle)
Dallas	Raja Bell	NBA Live 2002 (Philadelphia)
Denver	Zendon Hamilton	NBA Live 2002 (L.A. Clippers)
	Darrick Martin	NBA Live 2001 (Dallas)
		NBA 2K2 (Dallas)
Milwaukee	Laron Profit	NBA Live 2002 (Orlando)
New York	Tim James	NBA Live 2002 (Charlotte)
		NBA 2K2 (Philadelphia)
Orlando	Peter Cornell	NBA Live 2002 (L.A. Lakers)
Philadelphia	Mark Bryant	NBA Live 2002 (San Antonio)
		NBA 2K2 (San Antonio)
	Olden Polynice	NBA Live 2002 (Utah)
Phoenix	Anthony Goldwire	NBA Live 2002 (Denver)
Portland	Arvydas Sabonis	NBA Live 2002 (Portland)
San Antonio	Duane Causwell	NBA Live 2002 (Miami)
	Mikki Moore	NBA Live 2002 (Detroit)
Utah	Mike Smith	NBA Live 2002 (Washington)

Create from Scratch

Finally, there are several potential marquee players that need to be created completely from scratch, like Melvin Ely for the Clippers, Michael Redd of the Bucks and first round first pick Yao Ming of the Rockets. We downloaded the new rosters for both *NBA Live 2003* and *NBA 2K3* to acquire the official stats for Ely, Redd and Ming. Unfortunately, Yao Ming's stats were not available for *NBA 2K3* at press time.



Yao Ming
Houston

Height: 7'5"
Weight: 270 lbs.
Primary Position: C
Secondary Position: C
Hand: Right
Jersey Number: 11
School: China
Years Pro: 0

***NBA Live 2003* Stats**
Field Goals: 81
3 Pointers: 76
Free Throws: 80
Dunking: 82
Inside Scoring: 86
Off. Rebounds: 82
Jumping: 67
Strength: 81
Quickness: 67
Speed: 78
Passing: 71
Dribbling: 66
Off. Awareness: 77
Def. Rebounds: 85
Stealing: 58
Blocking: 92
Def. Awareness: 84
Endurance: 65
Hardiness: 80
Primacy: 67



Melvin Ely
L.A. Clippers

Height: 6'10"
Weight: 260 lbs.
Primary Position: C
Secondary Position: PF
Hand: Right
Jersey Number: 2
School: Fresno State
Years Pro: 0

***NBA Live 2003* Stats**
Field Goals: 77
3 Pointers: 50
Free Throws: 62
Dunking: 79
Inside Scoring: 78
Off. Rebounds: 89
Jumping: 70
Strength: 86
Quickness: 75
Speed: 72
Passing: 53
Dribbling: 62
Off. Awareness: 85
Def. Rebounds: 91
Stealing: 76
Blocking: 72
Def. Awareness: 72
Endurance: 79
Hardiness: 87
Primacy: 88

***NBA 2K3* Stats**
Close: 75
Medium: 61
3 Pt.: 50
Free Throws: 66
Layups: 70
Dunking: 80
Ballhandling: 65
Passing: 50
Low Post Off.: 70
Low Post Def.: 75
Blocking: 75
Stealing: 50
Off. Rebounding: 75
Def. Rebounding: 80
Speed: 70
Stamina: 90
Durability: 80
Off. Awareness: 65
Def. Awareness: 60



Michael Redd
Milwaukee

Height: 6'6"
Weight: 214 lbs.
Primary Position: SG
Secondary Position: SG
Hand: Right
Jersey Number: 22
School: Ohio State
Years Pro: 2

***NBA Live 2003* Stats**
Field Goals: 92
3 Pointers: 92
Free Throws: 79
Dunking: 55
Inside Scoring: 82
Off. Rebounds: 72
Jumping: 75
Strength: 71
Quickness: 89
Speed: 87
Passing: 65
Dribbling: 78
Off. Awareness: 90
Def. Rebounds: 77
Stealing: 77
Blocking: 53
Def. Awareness: 68
Endurance: 73
Hardiness: 73
Primacy: 90

***NBA 2K3* Stats**
Close: 75
Medium: 75
3 Pt.: 82
Free Throws: 78
Layups: 75
Dunking: 60
Ballhandling: 80
Passing: 60
Low Post Off.: 60
Low Post Def.: 55
Blocking: 55
Stealing: 60
Off. Rebounding: 50
Def. Rebounding: 50
Speed: 80
Stamina: 88
Durability: 80
Off. Awareness: 70
Def. Awareness: 65

HARD CORE

by Pat Reynolds

Hard Core is a special section of *Tips & Tricks* dedicated to Agetec's *Armored Core 3* for the PlayStation 2, with monthly tips and strategy in addition to reader-designed Cores. If you have an *Armored Core 3* Core design you'd like to see featured here, send a list of the specs, the color scheme and a brief description to *Tips & Tricks Hard Core*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. You can also submit your designs online at www.game-hits.com; click on "Forums" and select the "*Tips & Tricks AC* Submissions" forum. Note: Overweight or otherwise illegal Core designs will be disqualified; the best of the rest will appear here!

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www.game-hits.com

WIGHT I



Designed by Rob Pull of Lansing, Michigan

• PARTS

Head	MHD-MM/004
Core	MCL-SS/ORCA
Arms	MAH-RE/GG
Legs	MLR-SS/REM
Booster	N/A
FCS	VREX-ND-2
Generator	KGP-ZS4
Radiator	RMR-SA77
Inside	N/A
Extension	MES-SS/1441 Side Shield
Back Unit R	MWM-M24/2 Middle Missile
Back Unit L	MWC-OC/15 Orbit Cannon
Arm Unit R	MWG-MG/1000 Machine Gun
Arm Unit L	KLB-TLS/SOL Laser Blade
Optional Parts	OP-S-SCR, OP-E/SCR, OP-E/CND, OP-ECMP, OP-L-AXL, OP-TQ/CE

• COLOR SCHEME (GENERAL)

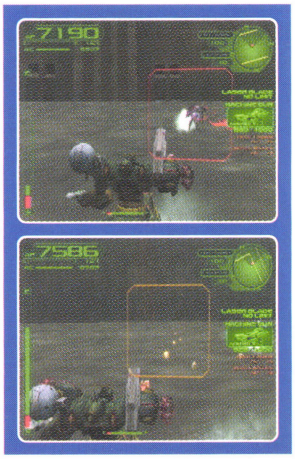
Base	Red: 10, Green:40, Blue: 20
Rid	Red: 0, Green: 20, Blue: 20
Optional	Red: 70, Green: 70, Blue: 0
Detail	Red: 200, Green: 0, Blue: 0
Joint	Red: 25, Green: 30, Blue: 0

• SPECS

Armor Points	7586
Weight	7784
Surplus EP	1351
Price	924600
Offensive Point	3282
Defensive Point	3161
Stability	2133
Mobility	Moving: 532, Turning: 133, Rising: 2556
Cooling Efficiency	3156
Support System	Radar: 540, Sensor: 300, FCS: 4210

• GRADE: GOOD

Wight I is a fast-moving mid-weight Core with a good combination of weaponry that works well in almost any situation and against various opponent types. The machine gun (which seems to be the most commonly used weapon in *AC3*, judging from the submissions I get) gets the job done as the main weapon. Acting as back-ups, you've got the orbit cannon to harass your opponent with and the missile launcher for your long-range needs. Energy use is very good, and since all of the weapons are ballistic, energy is reserved for the side shield extensions, EO attacks and boosting.



M.M.M.G.M



Designed by Jason D.J. Pierce of Hagerstown, Indiana

• PARTS

Head	MHD-MX/RACHIS
Core	MCM-MX/002
Arms	CAW-DMG-0204
Legs	CLB-33-NMU
Booster	CBT-FLEET
FCS	VREX-F/ND-8
Generator	CGP-ROZ
Radiator	RGI-KD99
Inside	MWI-DD/20 Decoy Dispenser
Extension	CWEM-R20 Relation Missile
Back Unit R	CWX-DM-32-1 Dual Missile
Back Unit L	CWX-DM-32-1 Dual Missile
Arm Unit R	N/A
Arm Unit L	N/A
Optional Parts	OP-S-SCR, SP-E-SCR, OP-S/STAB, OP-L-AXL, SO-LFCS++, OP-L/TRN

• COLOR SCHEME (GENERAL)

Base	Red: 200, Green: 0, Blue: 0
Rid	Red: 200, Green: 0, Blue: 0
Optional	Red: 200, Green: 0, Blue: 0
Detail	Red: 200, Green: 0, Blue: 0
Joint	Red: 200, Green: 0, Blue: 0

• SPECS

Armor Points	7808
Weight	8685
Surplus EP	5998
Price	889700
Offensive Point	2210
Defensive Point	2587
Stability	7278
Mobility	Moving: 223, Turning: 110, Rising: 2486
Cooling Efficiency	8845
Support System	Radar: 390, Sensor: 250, FCS: 3362

• GRADE: GOOD

D.J.'s M.M.M.G.M. made the cut for this issue because it's a different kind of design from the majority of what I've been seeing—and it works well. Another all-ballistic design, M.M.M.G.M. uses the back-mounted dual missile launcher and the machine gun arm unit as its main weapons. Energy use on this Core is surprisingly good, allowing you to boost and fly while pelting your opponent with machine gun shells or missile volleys. Play this Core offensively, alternating between the machine gun and missiles to keep your opponent guessing. These weapons have enough damage-dealing potential to take out any Core as long as you make your shots count; there's no backup if your big guns run dry during battle.





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ARTEMIS



Designed by Weston J. Wallace of Tucson, Arizona

• PARTS

Head	MHD-RE/005
Core	CCL-01-NER
Arms	CAL-MARTE
Legs	MLM-MM/ORDER
Booster	CBT-FLEET
FCS	VREX-ST-12
Generator	KGP-ZS4
Radiator	RMR-SA44
Inside	MWI-DD/10 Decoy Dispenser
Extension	KWEM-TERRIER Relation Missile
Back Unit R	CRU-A10 Radar
Back Unit	MWC-OC/15 Orbit Cannon
Arm Unit R	CWG-SRF-80 Sniper Rifle
Arm Unit L	KWG-HZL50 Howitzer
Optional Parts	SP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND, OP-LFCS++

• COLOR SCHEME [GENERAL]

Base	Red: 150, Green: 150, Blue: 145
Rid	Red: 100, Green: 110, Blue: 110
Optional	Red: 50, Green: 0, Blue: 0
Detail	Red: 90, Green: 115, Blue: 150
Joint	Red: 60, Green: 60, Blue: 60

• SPECS

Armor Points	8108
Weight	6558
Surplus EP	2063
Price	756300
Offensive Point	2963
Defensive Point	2969
Stability	3716
Mobility	Moving: 877, Turning: 115, Rising: 3199
Cooling Efficiency	2817
Support System	Radar: 1400, Sensor: 250, FCS: 2371

• GRADE: GOOD



Weston's ARTEMIS is an excellent design that focuses on defensive, long-range tactics. One look at this Core's loadout and an experienced pilot can see how everything fits together to create a defensive-minded, hard-to-hit machine. The inside and extension slots are used for a decoy dispenser and relation missiles. This one-two combo lets you avoid your opponent's missiles with ease. The back-mounted radar unit gives ARTEMIS unparalleled striking range and the orbit cannon makes good use of that range. ARTEMIS relies on a sniper rifle as its main weapon, and this is where the extended radar really helps. Hitting from outside of an opponents' radar field is a great way to stay in control of a match. Finally, Weston wisely chose to include the short-range left arm-mounted howitzer so that ARTEMIS can discourage enemies who try to get into melee range.

ARMORED CORE 3 Strategy: Optional Parts

Last month we took a look at *AC3*'s "Plus" part, the OP-INTENSIFY, and its abilities. Now it's time to examine the rest of the optional parts available in the game.

OP-S-SCR (two slots)—This is the shell screen, an optional part that has been with the *Armored Core* series since the beginning. This part reduces the damage you take from solid ammo-type weapons. The amount of damage reduction you actually get is variable—the better your Core's Defensive rating, the higher the percentage of reduction this (and the OP-E/SCR) will afford.

OP-E/SCR (one slot)—Counterpart to the OP-S-SCR, the OP-E/SCR reduces damage from energy-based weapons.

OP-S/STAB (one slot)—This part acts as a stabilizer, reducing the recoil your Core takes from weapon impact. Although this part is wasted on heavy Cores (especially tanks), it's essential for light- and midweights.

OP-E/CND (four slots)—This energy expander adds to your generator's maximum capacity. If you're running a heavy Core and noticing a general lack of energy, try out the OP-E/CND and see if you notice a difference.

OP-ECMP (three slots)—Against opponents who love to use lots of missiles, the pulse-generating OP-ECMP is priceless. This part interferes with lock-on, rendering most of the multi-missile launchers in the game nearly useless.

OP-L-AXL (two slots)—Where the OP-ECMP is the anti-missile optional part, the OP-L-AXL is for missile enthusiasts. This part increases your lock-ons, allowing you to target and fire missile volleys faster than normal. Be sure that you've also equipped an FCS part that allows for the maximum number of locks for your missiles as well.

OP-LFCS++ (six slots)—This part enlarges the targeting window. Most hardcore players shun it because of the prohibitive amount of slots required, but for beginners (or those using weapons with small targeting windows) it can be very useful.

OP-L-BRK (one slot)—Improved braking is not essential and the usefulness of this part is directly affected by your individual Core design and play style. For anti-gravity leg-types, the improved stopping ability granted here is helpful; otherwise, try it out and if you don't notice any performance improvement, you probably don't need it.

OP-L/TRN (four slots)—Turning has always been an issue in the *Armored Core* series. Even lightweight Cores seem to turn slowly, but the heavier designs suffer the worst. This part improves turning speed, making it essential on those heavyweight and tank Cores.

OP-E-LAI (three slots)—This part is a no-brainer. It only affects energy shields, by making their coverage radius larger. If you use an energy shield, you need to use this part. If you aren't using a shield, then this part isn't helping you.

OP-E-LAP (six slots)—Similar to the OP-E-LAI, this part increases damage dealt by laser blades. Once again, a no-brainer—if a laser blade is your main weapon, equip this part. Otherwise, forget it—the six-slot requirement is steep if you're not making the most of it.

OP-SP/E++ (three slots)—This part boosts the damage of all energy weapons. Essential for Cores that mainly use laser, plasma, pulse, Exceed Orbit or Orbit Cannon parts.

OP-E/RTE (one slot)—Another energy booster, this part increases the rate of fire for all energy-based weapons, including Exceed Orbits.

OP-TQ/CE (five slots)—Another essential for Cores that have a heavy energy-based weapon loadout, this part reduces the amount of energy consumed by those weapons. Use this in conjunction with the OP-E/RTE to balance out the high rate of energy consumption that comes with increased rate of fire.

OP-M/AW (one slot)—This part adds a missile detection function to your radar display. In Versus matches, most *AC* fans keep track of their opponents and can visually track incoming missiles, making this part nearly useless. If your opponent likes missiles and is good at losing you in battle, you might want to try this part to keep track of his or her projectiles.

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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 512 meg. RAM, 100 Gig. HD, DVD, Windows XP, Nvidia card and more!

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Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK.....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
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- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

SEND PUZZLE WITH PAYMENT TO:
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VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY MARCH 29TH, 2003 • ENTRY FEE MUST BE INCLUDED Only one entry per person. You must be under 30 years old to play. Suppliers of Rattlebrain, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 6/30/03. You can request Winners List and Official Rules by writing: Rattlebrain Rules, 22123 Horizon Dr, West Linn, OR 97068-8253. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest.(And, if you've read all this, guess what, you have the personality type to win).©2002 Rattlebrain, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $700.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

TIPS & TRICKS

Tournament Report

by Jason Wilson

Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.





SUMMER JAM II: PHILLY SHOWDOWN!

On August 24 and 25, 2002, over 70 gamers from all over the East Coast and Canada made their way to University Pinball in Philadelphia for Summer Jam II, which featured arcade tournaments in *Capcom vs. SNK 2* (singles and team), *Marvel vs. Capcom 2*, *Street Fighter Alpha 3*, *Tekken 4*, *Tekken Tag Tournament* and *Soul Calibur II*. Special thanks to Alex Krahmalni for the report!



***Capcom vs. SNK 2* Results:**
1st Place—**Ricky Ortiz** (Milpitas, CA)
2nd Place—**Arturo Sanchez** (New York, NY)
3rd Place—**Reagan "Prez" Phillips** (Montreal, Canada)
4th Place—**Veasna Thul** (Montreal, Canada)

***Marvel vs. Capcom 2* Results:**
1st Place—**Rick Mears** (Philadelphia, PA)
2nd Place—**Desmond Pinkney** (New York, NY)
3rd Place—**Ricky Ortiz** (Milpitas, CA)
4th Place—**Josh Wong** (Philadelphia, PA)

***Street Fighter Alpha 3* Results:**
1st Place—**Ricky Ortiz** (Milpitas, CA)
2nd Place—**Tony Lentzakis** (Montreal, Canada)
3rd Place—**Arturo Sanchez** (New York, NY)
4th Place—**James Paige** (Baltimore, MD)

***Capcom vs. SNK 2 Team Tournament* Results:**
1st Place—**Ricky Ortiz, Arturo Sanchez, Julian Robinson**
2nd Place—**Jeron Gray, Sanford Kelly**
3rd Place—**Alex Duong, Veasna Thul, Fred C.**
4th Place—**Reagan "Prez" Phillips, Sotha Bun, Toney**

***Tekken Tag Tournament* Results:**
1st Place—**"JOP"** (Atlanta, GA)
2nd Place—**Bryheem Keys** (Philadelphia, PA)
3rd Place—**Ricky Ortiz** (Milpitas, CA)
4th Place—**Julian Robinson** (Philadelphia, PA)

***Tekken 4* Results:**
1st Place—**Steve H.** (New Jersey)
2nd Place—**Jackie T.** (Atlanta, GA)
3rd Place—**"JOP"** (Atlanta, GA)
4th Place—**"Mick"** (Atlanta, GA)

***Soul Calibur I* Results:**
1st Place—**Dan W.** (Maryland)
2nd Place—**Spencer** (Virginia)
3rd Place—**Meagan** (Scranton, PA)
4th Place—**John G.** (Delaware)

SOUL CALIBUR II BEATDOWN... CHICAGO STYLE!

On September 1, 2002, 30 *Soul Calibur II* experts traveled from as far as Minnesota, Missouri and Pennsylvania to take part in a *Soul Calibur II* tournament at the Harlem Irving Plaza Cyberstation in Chicago, Illinois. Jason Arney—who is undefeated in the five *Soul Calibur II* tournaments that have taken place in Chicago—showed exactly why he is unstoppable, winning the finals with Yoshimitsu 4-1 over Josh Thompson's Talim. Thanks to Ari Weintraub for the report!

1st Place—Jason Arney (Yoshimitsu)
2nd Place—Josh Thompson (Talim)
3rd Place—Tim Smith (Nightmare)
4th Place—Harold Hess (Ivy)



NORTH AMERICAN TOP 10 PLAYER RANKINGS

Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine. Note: You must be actively participating in tournaments to be considered a "ranked" player.

Capcom vs. SNK 2 Top 10 Players

1. **Ryo "BAS" Yoshida** (Tokyo, Japan/Los Angeles, CA)
2. **John Choi** (Golfland USA, Sunnyvale, CA)
3. (tie) **Justin Wong** (Chinatown Fair, New York, NY)
3. (tie) **Ken** (UCLA X-Scape Arcade, Los Angeles, CA)
4. (tie) **Peter Rosas** (College Arcade, Los Angeles, CA)
4. (tie) **Alex Valle** (Southern Hills Golfland, Stanton, CA)
5. **Hsien Chang (Einstein's Arcade, Austin, TX))**
6. **Ricky Ortiz** (Milpitas Golfland, Milpitas, CA)
7. (tie) **George Posadas** (LA City College/Shatto 39 Lanes, Los Angeles, CA)
7. (tie) **Arturo Sanchez** (Chinatown Fair, New York, NY)
8. (tie) **Jason Cole** (Golfland USA, Sunnyvale, CA)
8. (tie) **Jason Nelson** (Golfland USA, Sunnyvale, CA)
9. **Reagan "Prez" Phillips** (Trixx Amusement, Montreal, Canada)
10. **Alex Salguero** (College Arcade, Los Angeles, CA)

Street Fighter III: 3rd Strike Top 10 Players

1. **George Posadas** (Shatto 39 Lanes, Los Angeles, CA)
2. **J.R. Rodriguez** (Shatto 39 Lanes, Los Angeles, CA)
3. **Hsien Chang** (Einstein's Arcade, Austin, TX)
4. **John Choi** (Golfland USA, Sunnyvale, CA)
5. **John "Flash" Gordon** (Chinatown Fair, New York, NY)
6. (tie) **Alex Valle** (Southern Hills Golfland, Stanton, CA)
6. (tie) **Justin Wong** (Chinatown Fair, New York, NY)
7. **Paul Lee** (Southern Hills Golfland, Stanton, CA)
8. (tie) **Mike Watson** (Southern Hills Golfland, Stanton, CA)
8. (tie) **Datrick Orr** (Family Fun Center, Omaha, NE)
9. **Cameron Buckner** (Family Fun Center, Omaha, NE)
10. **Frankie Menendez** (Family Fun Arcade, Granada Hills, CA)

Marvel vs. Capcom 2 Top 10 Players

1. **Justin Wong** (Chinatown Fair, New York ,NY)
2. **Rodolfo Castro** (University of Washington, Seattle, WA)
3. **Duc Do** (Southern Hills Golfland, Stanton, CA)
4. (tie) **Peter Rosas** (College Arcade, Los Angeles, CA)
4. (tie) **David Lee** (James Games, Upland, CA)
5. **Alex Salguero** (College Arcade, Los Angeles, CA)
6. (tie) **Daniel Maniago** (Southern Hills Golfland, Stanton, CA)
6. (tie) **Long "ShadyK" Tran** (Nickel City, La Jolla, CA)
7. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
8. (tie) **Nestor "Sage" Corchado** (Capcom Universe, San Juan, PR)
8. (tie) **Tong "Genghis" Ho** (Nickel City, La Jolla, CA)
9. (tie) **Jason Kuan** (University of Washington, Seattle, WA)
10. (tie) **Golden Nismor** (Hawaiian Brian Billiards, Honolulu, HI)
10. (tie) **Soo Young Chon** (All Amusement Center, Burbank, CA)

TOURNAMENT CALENDAR

November 22-24, 2002

Nebraska National *Street Fighter* Tournament (N Cubed)
Contact: Family Fun Center
7052 Dodge Street
Omaha, NE 68132
(402) 554-1925
This event features *Capcom vs. SNK 2* single and team tournaments, *Super Street Fighter II Turbo* single and team tournaments, a *Street Fighter III: 3rd Strike* team tournament, *Marvel vs. Capcom 2*, *Soul Calibur II* and *Tekken 4*! Cash prizes will be awarded; tournament sponsored by *Tips & Tricks* Magazine. Close to 100 players from all over the United States and Japan are expected to attend. There will be a $10 entry fee per person, per tournament. The schedule for the tournaments will be as follows:

- Friday, November 22
Soul Calibur II—12:00 P.M.
Tekken 4 (2-on-2)—3:00 P.M.
- Saturday, November 23
Capcom vs. SNK 2—12:00 P.M.
Marvel vs. Capcom 2—7:00 P.M.
- Sunday, November 24
Street Fighter III: 3rd Strike (2-on-2)—12:00 P.M.
Super Street Fighter II Turbo (2-on-2)—3:00 P.M.
Capcom vs. SNK 2 (3-on-3)—6:00 P.M.

RECURRING TOURNAMENTS

***Capcom vs. SNK* 2 Bi-Weekly Tournaments**
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA 94087
(408) 245-1322

Flipper's Amusement Center Tournaments
Contact: Flipper's Amusement Center
8364 Mills Dr.
Miami, FL 33183
(305) 273-0381
Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2* and *Marvel vs. Capcom 2*.

Game Zone X Monthly Tournaments
Contact: Game Zone X
14447 Roscoe Blvd.
Panorama City, CA 91402
(818) 894-0303
Game Zone X holds bi-weekly tournaments for *Capcom vs. SNK 2*, *Street Fighter Alpha 3* and *Street Fighter III: 3rd Strike*.

Eight on the Break Tournaments
Contact: Eight on the Break
340-346 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Eight on the Break holds tournaments twice a week for *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

***Marvel vs. Capcom 2/Capcom vs. SNK 2* Monthly Tournaments**
Contact: George Alfonso
All Amusement Fun Center
201 E Magnolia Blvd. # 128
Burbank, CA 91502
(818) 557-6558

***Marvel vs. Capcom 2/ Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: Southern Hills Golfland
12611 Beach Blvd.
Stanton, CA 90680
(714) 895-4550
Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on the games listed above with cash and tokens awarded for the top three spots.

***Marvel vs. Capcom 2/ Capcom vs. SNK 2 /Tekken 4* Monthly Tournaments**
Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923
The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball awards cash prizes to the top three spots in its tournaments.

***San Francisco Rush 2049* Weekly Tournaments**
Contact: Brian D. Greer
Longhorn Saloon & Restaurant
10011 Bridgeport Way, S.W.
Tacoma, WA 98499
(253) 581-2580
Longhorn Saloon, home of eight linked *San Francisco Rush 2049* cabinets and some of the best *Rush 2049* players in the world, holds weekly tournaments every Friday at 9:00 P.M. You must be 21 years of age or older to enter; cash prizes are awarded to the winners.

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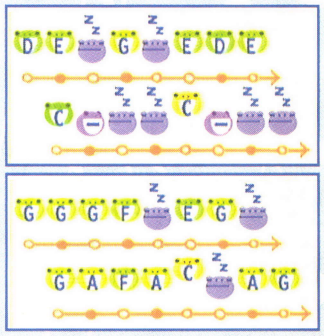
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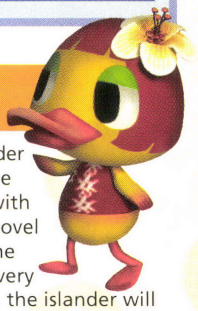
Nintendo's *Animal Crossing* for the GameCube is a never-ending, real-time adventure with new events occurring every day. This monthly column showcases our latest discoveries, custom designs and secret tricks!

Town Tunes

Visit the "Melody" bulletin board and change your Town Tune to match one of the songs pictured here. See if you can recognize either of these melodies from Nintendo games of the past.



Golden Secrets and Island Treasure



Search your town for a glowing spot on the ground; you'll find one per day. Dig up that spot with your shovel to find bells...but wait! Notice that the hole is still glowing after you remove the bag of money. If you bury some bells in that spot, it may grow into a "money tree" that drops bags of bells like fruit! Unfortunately, the bells won't reappear after a few days the way fruit does, but it's worthwhile to do it once. Try different denominations for different results. Better yet, buy an extra shovel from Tom Nook and bury it in the glowing spot before you leave the acre it's in. If the spot is not too close to a wall, bush or other obstacle, a special golden tree may appear. Keep your eye on this tree; within a few days, it may bear fruit in the form of a special golden shovel! The golden shovel can be used to dig up bells from random spots all over your town; try it everywhere and see what you find.



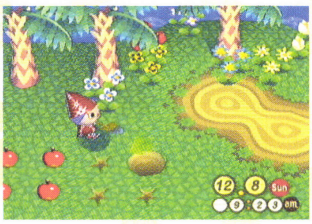
Bury a shovel in the glowing spot.



Shake the tree a few days later for a special golden shovel!

More importantly, if you have a Game Boy Advance and a Game Cube Game Boy Advance Cable, the golden shovel can be used to dig up very rare items on the island that Kapp'n takes you to! Here's how to do it:

1. With the GBA hooked up, travel to the island. Bring your golden shovel, some fruit and some furniture that you don't mind losing.
2. Bury the furniture on the island, then leave the fruit and your golden shovel on the ground nearby.
3. Get back on the boat and let Kapp'n save the island on your Game Boy Advance.
4. Playing on the Game Boy Advance, use the **A** button to call your islander out of his or her house.
5. Pick up some fruit and feed it to the islander by dropping it nearby. Continue feeding until he or she is very happy; the islander should have a huge, squinty-eyed smile and will usually drop a gift for you.
6. Pick up the shovel and drop it near the islander so he or she picks it up, then point to the buried items and press **A** to direct the islander to walk over them and dig them up.



Bury furniture items on the island; it helps if they're close together in a spot where trees don't obscure your view.



Feed your islander fruit until he or she gets this very happy, squinting smile.



If a "very happy" islander digs up furniture with your golden shovel, he or she may replace it with rare items...even NES games!



Back on the Game Cube, dig up your prizes to see what the islander left behind!

7. If the islander digs up a piece of furniture with the golden shovel while he or she still has the "very happy" smile, the islander will replace the item with a rare piece of furniture!
8. With the GBA still turned on, connect it to the GameCube again and travel to the island on the GameCube. Pick up your golden shovel and dig up the items to see what you got! There are at least 11 very rare items which can only be found using this method, including the treasure chest (a special "lucky" Feng Shui item), surfboard, snowcone machine and two NES games, *Baseball* and *Wario's Woods*! The islander may also leave behind other rare items, including furniture that is otherwise only sold by Crazy Redd. Try burying clothes, Gyroids or even bags of bells; the islander may also replace these with different items.

Unfortunately, this trick is not as easy as it sounds because of the following complications:

- Not all fruit makes the islander happy; in fact, one type of fruit will make your islander sad! You'll have to experiment to find out which is your islander's favorite fruit.
- If the islander finds an empty patch of land while carrying the shovel, he or she may suddenly plant flowers in that spot—which causes the huge smile to disappear!



To keep your islander's squinty smile, plant your own flowers in the area surrounding the buried furniture.

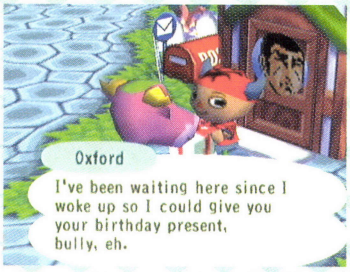
- If the islander digs up an item without the huge smile, he or she will replace it with a more ordinary item...and the islander will only dig up each item once per island visit.
- Feeding the islander fruit while he or she is carrying the shovel will *not* cause the "very happy" smile to appear. You must point to the islander and press **A** until he or she drops the shovel, then start over with the fruit.
- The islander may discover fruit and eat it without any prompting from you, which is a waste of fruit if he or she is already very happy or is carrying the shovel.
- In order to get many rare items from the islander, you may need to increase your luck by arranging the furniture in your house according to the principles of Feng Shui (as we described last issue).

Coming up: How to get a golden net, fishing rod and axe!

Animal Crossing is a trademark of Nintendo. © 2001, 2002 Nintendo.

Happy Birthday!

At some point in the game, one of the townspeople will ask you about your birthdate. When your birthday arrives, you will receive several surprises, including a letter from home with a special gift attached!



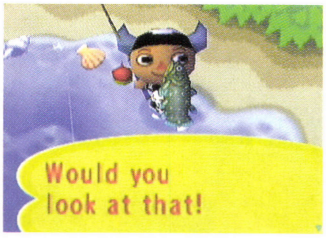
Oxford was waiting to greet us with a gift-wrapped *Donkey Kong* NES game!

THE PREHISTORIC FISH

One of the two most valuable fish in *Animal Crossing* is the coelacanth (pronounced "see-la-canth"), which is clearly identifiable by its enormous shadow in the water. This monster specimen can be found in the ocean between 4:00 PM and 9:00 AM at any time of the year, but usually only when it's raining. The townspeople refer to the coelacanth as a "living fossil," and with good reason. In real life, the coelacanth is a prehistoric fish which was thought to have been extinct for 65 million years...until a living specimen was caught by fishermen in the Indian Ocean during December of 1938. A few dozen coelacanth sightings have occurred since then; today, the fish is said to thrive off the Comoro Islands, less than 200 miles off the East African coast. The largest coelacanths weigh over 150 pounds and are over six feet in length!



In real life, the coelacanth predates the dinosaurs, yet still exists today!



Tom Nook will pay you 15,000 bells for one of these babies.

animal crossing for nintendo 64?



Not too many people in the U.S. know this, but *Animal Crossing* was originally released in Japan in April of 2001...for the Nintendo 64! Titled *Doubutsu no Mori* ("Animal Forest"), the cartridge version is surprisingly close to its GameCube cousin, with all of the same music and characters and most of the same items. Just like *Animal Crossing*, the game was packaged with a special Nintendo 64 memory card, and get this: Nintendo of Japan offers a service where a player can send in a *Doubutsu no Mori* memory card and have his or her town data transferred to a GameCube memory card for a fee of 630 yen (about $5)! Yep, if you're a Japanese player who built up your home and catalog on the N64 version, you can upgrade to the GameCube and take it all with you...and as a reward for using this service, a special NES game will be added to your GameCube save, one that cannot be found through normal gameplay. The game? *Ice Climber*.





If you're thinking about importing this title, you'd better be able to read Japanese.



There's no Kapp'n and no Able Sisters Tailor Shop; these features were added for the GameCube version.



Notice anything different about the post office? *Hint:* There was no e-Reader when the N64 version was released.



COMMUNITY CALENDAR DECEMBER 2002

- 1 Sunday—Snow Day
- 23 Monday—Toy Day
- 24 Tuesday—Jingle Appears
- 31 Tuesday—New Year's Eve

❄ To get yourself in the holiday spirit, check Nook's store for the festive tree and big festive tree during December. Both are special Feng Shui items which will increase your character's luck just by having them in your house.

❄ Be sure to visit Tortimer on Snow Day and Toy Day to receive special presents. The toy you receive on Toy Day will vary depending on whether your character is a boy or a girl.

❄ Look for Jingle the reindeer on December 24th; he will wander around your town for five hours beginning at 8:00 PM. If you speak to him repeatedly, he may give you a rare item from the "jingle" furniture series. You may even get a jingle wall, a jingle carpet or even the ultra-exclusive jingle shirt!



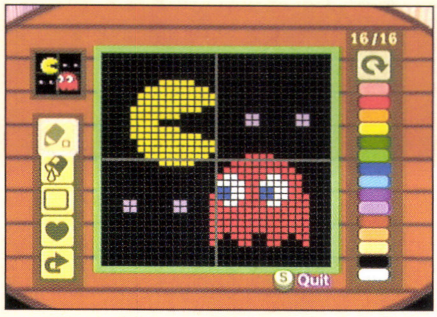
If you go back to your house and change into completely different clothes, you may trick Jingle into giving you another gift!

❄ Visit the lake in your town to count down to the new year on the evening of December 31st; Tortimer will give you a special memento and you can watch a fireworks show at 11:00 PM.

❄ Look for the arrival of three new fish in December: the stringfish, the pond smelt and the bitterling.

ABLE SISTERS designs

Create this Pac-Man design at the Able Sisters Tailor Shop with Palette #16; it looks best when used as a floor or wallpaper. Talk to your gyroid and select "About the door" from the "Other things" menu to paste it on your front door!



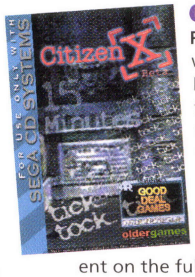
TIPS & TRICKS COLLECTOR'S CLOSET

by Joe Santulli

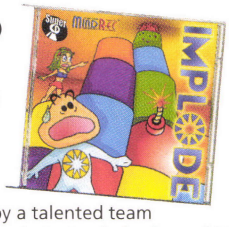
Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

OLD is NEW

New games are being released for old systems on a fairly regular basis these days. With the holidays so close at hand, why not surprise your favorite retro-gamer with a new game to recharge his or her old system? You know you want to. This month's batch is of particularly good quality; a superb mix of nostalgia and innovation.



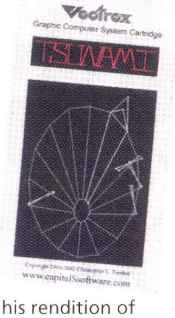
Citizen X (Sega CD)
Published by Good Deal Games
www.gooddealgames.com
Rescued from the grave, this title was developed by Digital Pictures, the same group who gave us the Sega CD classics *Night Trap*, *Sewer Shark*, *Corpse Killer* and more. Digital Pictures games were highly dependent on the full-motion-video gimmick, requiring the player to either shoot at or otherwise influence the activity of the running video footage. Surprisingly, *Citizen X* is not one of these! It's a fairly standard platform game with puzzle elements; full-motion video is only used to either prompt you along or taunt you. It's published by the folks at Good Deal Games, who also brought us *Star Strike* and *Bug Blasters* for the Sega CD just last year. They're doing a great job of keeping the older systems alive.



Implode (TurboDuo)
Published by MindRec
www.mindrec.com
It's hard to believe that it took this long, but the very first "homebrew" game for the TurboDuo is finally here! Pulled together by a talented team of longtime Turbo enthusiasts, *Implode* plays a bit like a "reverse" version of Sega's *Baku Baku* (the blocks appear from the bottom of the screen) and is a highly addictive puzzle game. The CD also includes two mini-games, "Hump Ball" and "Crash," the latter of which is a homebrew version of the arcade game *Head On*. This is an impressive first release for MindRec, right down to the packaging. There's just no way to tell that it was released years after the system was discontinued. Note: TurboGrafx-CD owners will require a Super System Card. Remember *those*?



Spinnerama (Vectrex)
Published by Christopher Tumber
www.capitalSsoftware.com
A compilation of previously-released Vectrex games that have been modified to make them compatible with the Atari 2600 Driving Controller, making gameplay much more intuitive. Finally, these games can be played the way they were meant to be! The cartridge includes *Armor Attack*, *Bedlam*, *Cosmic Chasm*, *Minestorm* (and *Minestorm II*), *Pole Position*, *Rip-Off*, *Solar Quest* and *Star Castle*, plus the homebrew titles *Omega Chase* and *Omega Chase Deluxe*. Just plug in an Atari Driving Controller (the "knob" controller originally packaged with the Atari 2600 game *Indy 500*, usually found for less than $10) and spin, spin spin! Good fun.



Tsunami/Vix (Vectrex)
Published by Christopher Tumber
www.capitalSsoftware.com
Two classic arcade titles with some new twists, new names and a logical home on the Vectrex. *Tsunami* is Tumber's version of the Atari coin-op *Tempest*. It's amazing that this game was never available for the Vectrex. Likewise, *Vix* is his rendition of the Taito coin-op *Qix*. Both games are done extremely well, and either would be worth the cost of the game on its own merit—but you get them both on one cartridge, which also includes "Magic 8 Ball" and several other bonus demos that show off Vectrex effects. Christopher Tumber CARES, folks.

AUCTION Action

Video-Game Goodies Sold in Recent Online Auctions



Japanese *Hello Kitty* model Game Boy Advance
High Bid: $125.00



Vintage Nintendo "Mario" Halloween mask
High Bid: $39.00



Super Puzzle Fighter II Turbo PlayStation game
High Bid: $80.00



Mortal Kombat G.I. Joe action figures (complete set)
High Bid: $105.40



VIDEOGAMES & COMPUTER ENTERTAINMENT February 1993 issue
High Bid: $14.00

ROOM OF DOOM

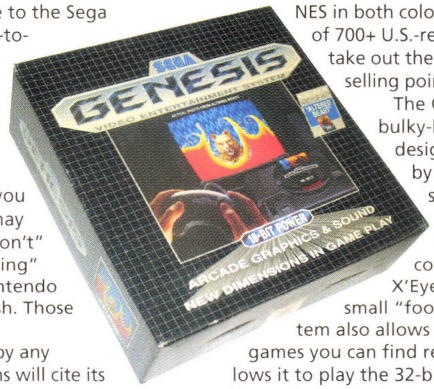
Welcome to the room of Douglas De Guzman of Las Vegas, Nevada. A hardware collector, Douglas has amassed several dozen different game systems from Atari 2600 to Xbox. His prizes include a top-loading NES, a complete boxed Intellivision (procured from a Goodwill for just $12) and a Sega Nomad. Quite a collection for a 19-year old!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *TIPS & TRICKS Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *TIPS & TRICKS*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



COLLECTING SEGA GENESIS

After giving the Super NES some coverage in our October issue, it's only fair that we also give some equal time to the Sega Genesis. The two systems were, after all, head-to-head competitors. It was a classic rivalry that easily eclipsed the "system wars" that have happened since. In those days, Sega worked very hard to smear Nintendo's name and prove that the Genesis was better than the SNES—and in a concurrent battle, that the Game Gear was better than the Game Boy. If you were interested in any of these systems, you may remember Sega's "Genesis does what Nintendon't" advertising campaign, boasts of "blast processing" technology and TV commercials that made Nintendo products appear to be dull, lifeless and sluggish. Those were the days.



Sega's 16-bit Genesis isn't a perfect system by any means; most gamers familiar with 16-bit systems will cite its seeming lack of colors, "metallic" sound and the overabundance of sports titles in its library. What fans of the system will point out, however, is that the best games rival anything on the Super NES in both colorful graphics and sound...and that the library of 700+ U.S.-released games is still massive even when you take out the sports titles (which, by the way, were a major selling point of the system in its day). So the war rages on.

The Genesis came in three different models: the bulky-but-sturdy original, the sleek, "square" redesign and the ultra-compact Genesis 3, marketed by Majesco under license from Sega. Over the span of its years, the console was packaged in many different ways but each design plays the same games. There are a few Genesis-compatible systems as well, including the JVC X'Eye and Sega's own CDX, which featured a very small "footprint" and a built-in Sega CD player. The system also allows for the addition of Sega CD (which in turn has games you can find relatively inexpensively) and an add-on that allows it to play the 32-bit "32x" games. A real luxury is the Sega Nomad, a portable Genesis with a beautiful backlit screen and the ability to connect to a TV monitor.

The Good

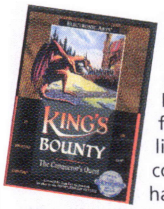
Here is the "A-list" of Genesis games as compiled by the Retrogaming Roundtable (www.digitpress.com/forum). These are guaranteed fun to play:

Castle of Illusion Starring Mickey Mouse (Sega)
Comix Zone (Sega)
Earthworm Jim (Playmates)
Genesis 6-Pak (Sega)
Ghouls 'n Ghosts (Sega)
Golden Axe (Sega)
Gunstar Heroes (Sega)
Herzog Zwei (Sega)
Mega Bomberman (Sega)
NHL '94 (Electronic Arts)
Phantasy Star II (Sega)
Red Zone (Time Warner)
The Revenge of Shinobi (Sega)
Rolling Thunder 2 (Namco)
Shining Force (Sega)
Shining Force II (Sega)
Sonic & Knuckles (Sega)
Sonic Classics (Sega)
Sonic the Hedgehog 2 (Sega)
Streets of Rage (Sega)
Streets of Rage 2 (Sega)
Streets of Rage 3 (Sega)
Sword of Vermilion (Sega)
Thunder Force III (Technosoft)
ToeJam & Earl (Sega)
Vectorman (Sega)
Vectorman 2 (Sega)
Virtua Racing (Sega)

The Bad

We're not quick to judge "bad" titles, but the Action 52 cartridge by Active Enterprises that appears on the "rare" list just has to be one of them. You would think that 52 different games all in one cartridge would have to include a few winners; it's the law of averages! But not on this one. I personally tested each one, and the "games" that are even remotely playable (I mean, are there BUGS in some of these, or are they supposed to be this way?) are also dismally boring and not up to 16-bit standards. There are plenty of other games that one might consider "bad" in the Genesis library, but this is one that I simply have to point out as the be-all, end-all STINKER.

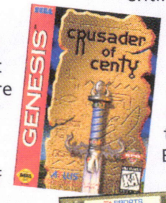
The Rare







This IS the Collector's Closet, after all. And collectors often hunt for rare games for their favorite consoles. The following list includes the titles considered to be the hardest to find among Genesis collectors. Keep in mind that the hardest-to-find Genesis games are not necessarily "rare," especially when compared to many other classic systems. Still, if you're going to start hunting the tough ones, this is the group to start with. One of the most interesting games in this lot is the "rental-only" *John Madden Football Championship Edition*; it's similar to the '93 *Madden* game, but with past Super Bowl teams instead of regular season players. Not easy to find, but it does turn up from time to time.





From the research that I've done, only two Genesis games are truly "rare." One is the Miracle Piano Teaching System; the entire set creates a full-fledged MIDI keyboard system for your Genesis and includes the cartridge, keyboard and hookups. It was also released on PC and several other systems. The other rarity is the Blockbuster World Video Game Championship cartridge, a special tournament cartridge that includes *NBA JAM* and *Judge Dredd*. There are rumors in collector circles that two other Blockbuster tournament cartridges were produced for the Genesis—a *Micro Machines/Psycho Pinball* combo and a *Rambo 3/Tetris* combo—but we could not confirm their existence at press time.







3 Ninjas Kick Back (Sony)
Action 52 (Active Enterprises)
Aerobiz Supersonic (Koei)
Alex Kidd in the Enchanted Castle (Sega)
Awesome Possum (Tengen)
Battle Squadron (Electronic Arts)
Bible Adventures (Wisdom Tree)
Blockbuster World Video Game Championship II (Acclaim)
Crusader of Centy (Atlus)
Death Duel (RazorSoft)
Devilish (Sage's Creation)
Dino Land (Renovation)
Ecco Jr. (Sega)
Fantastic Dizzy (Codemasters)
Fun 'n' Games (Tradewest)
Genghis Khan II: Clan of the Gray Wolf (Koei)
GROWL (Taito)
Heavy Nova (Micronet)
Herzog Zwei (Sega)
Jerry Glanville's Pigskin Footbrawl (RazorSoft)
John Madden Football Championship Edition (Electronic Arts)
Joshua & the Battle of Jericho (Wisdom Tree)
King's Bounty: The Conqueror's Quest (Electronic Arts)
Liberty or Death (Koei)
M.U.S.H.A. (Seismic)
Marko (Domark)
Marvel Land (Namco)
Master of Monsters (Renovation)
The Miracle Piano Teaching System (Software Toolworks)
Nobunaga's Ambition (Koei)
Onslaught (Ballistic)
Operation Europe: Path to Victory 1939-45 (Koei)
Pete Sampras Tennis (Codemasters)
Pirates! Gold (Microprose)
PTO: Pacific Theater of Operations (Koei)
Raiden Trad (Micronet)
Rastan Saga II (Taito)
Rings of Power (Electronic Arts)
Rolo to the Rescue (Electronic Arts)
Scooby-Doo Mystery (Acclaim)
Shadow Blasters (Sage's Creation)
Sorcerer's Kingdom (Treco)
Space Invaders '91 (Taito)
Spiritual Warfare (Wisdom Tree)
Syd of Valis (Renovation)
Time Killers (T•HQ)
Traysia (Renovation)
Ultimate Qix (Taito)
Vapor Trail (Renovation)
Wardner (Mentrix)
Warrior of Rome (Micronet)
Warrior of Rome II (Micronet)
WarSong (Treco)
Wiz 'n' Liz (Psygnosis)
X-Perts (Sega)

JAPAN REPORT!

by Anatole Brown

Bomberman Jetters

Hudson's bombastic character, Bomberman, finally ignites the Japanese TV screen with *Bomberman Jetters*. The half-hour cartoon show started airing in early October and can be seen every Wednesday night in Japan at 6:30 PM. Hudson is working with Konami and Takara to bring out a huge line of *Bomberman Jetters* merchandise over the next several months to create a new kind of awareness for the classic video-game character. Konami will create video games and card games based on the cartoon, while Takara will be in charge of creating toys and other merchandise like clothing. The cartoon features a long-limbed Bomberman, similar to the style we've seen in *Bomberman Generations* for the GameCube. Since *Bomberman* games have always been enjoyed by people of all ages, the cartoon is aimed at the whole family and is meant to appeal to Mom and Dad as well. Judging by the huge insatiable diet for Japanese cartoons on Saturday mornings in the U.S. (*Kirby, Yu-Gi-Oh, Ultimate Muscle*), *Bomberman Jetters* could very well be broadcast here in the future.

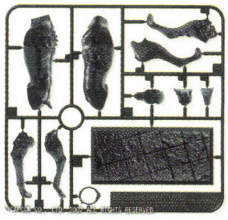


(C)HUDSON／小学館・テレビ東京・NAS

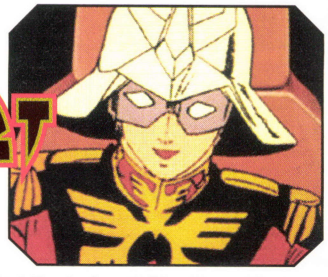
biohazard doggie



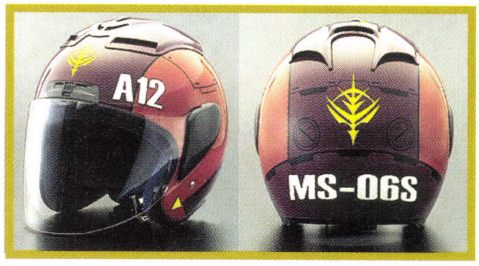
In Japan, if you pre-ordered a copy of *Biohazard Zero* (*Resident Evil Zero* in the U.S.), you get this Premium *Biohazard* Model Kit of Cerberus (MA-39). The 1/12-scale zombie dog kit only has a few parts to put together and it comes with a base. Painting this thing will be a real challenge with all the fleshy wounds and viral infections! No word yet on whether we'll get the same pre-order campaign here in the U.S.



Char Helmet



Are you a *Gundam* fan who owns a red motorcycle? Then maybe you want to try on a Char Aznable bike helmet! The Type Char Bike Helmet from Bandai comes in three different sizes—small, medium and large—and costs 30,000 yen. Char Aznable, a.k.a. "The Red Comet," is the pilot of the "red leader" Mobile Suits (like the MS-06S Zaku II) and is Gundam pilot Amuro Ray's worst enemy. The red bike helmet is more like the head of a Zaku than the gladiator-style helmet Char wears in the cockpit. Whether you ride a bike or not, the Char helmet is a must-have for any Gundam fan—even if it's just displayed in your room!



Eye Candy



Sony recently released a head-mount display screen that lets you get right up close to the action. The Sony Head Mount display (PUD-J5A) costs 60,000 yen and is made specifically for the PlayStation 2. The unit uses two LCD screens, each with over 180,000 pixels, giving you high-definition viewing that rivals any HDTV screen. We've seen other head-mounted display units that can be used with video games, like the Olympus Eye-Trek FMD-200 (see *Cool Zone,* April 2001), but Sony's Head Mount display has a head-tracking sensor that lets you freely look around your video-game environment! For example, Taito's new flight sim game called *Energy Airforce* lets you look all around the cockpit just by moving your head left, right, up or down. So far only *Energy Airforce* supports the head-tracking system, but according to Sony, a new gun-shooting game that supports head tracking is also in the works.



Star Fox Comic

Nintendo's Japanese web site lets you view a complete *Star Fox* comic story called "Goodbye, Beloved Falco." The special web-only comic book ties together the events that occur between *Star Fox 64* on the N64 and *Star Fox Adventures* for the GameCube. Some of you who played *Star Fox 64* may be wondering what happened to Falco since he isn't part of Fox's team in *Star Fox Adventures*. The comic details a "secret story" behind Falco's disappearance. Even if you can't read it, it's worth checking out just for the excellent drawings by the Nintendo art staff.





COOL ZONE

Every month, all kinds of products pass through our offices. Some can be found at any old video-game store; others are rare and special items that you won't find anywhere! As always, we save the coolest ones for the...

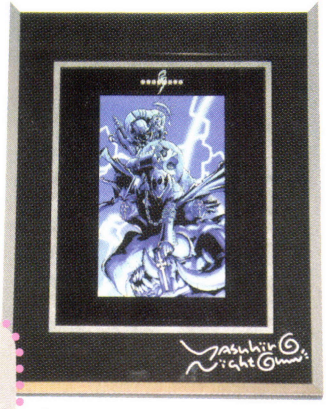


Hockey fans who preordered Midway's NHL Hitz 20-03 got a cool bonus: this McFarlane action figure of Chris Pronger of the St. Louis Blues, wearing an NHL Hitz jersey and Midway insignia from head to toe.





One of the coolest new products we've seen in a long time, Nintendo's e-Reader is basically a data input device that reads mini-games and small programs from special codes printed on e-Reader cards. Currently, the most amount of data per card has been 4.4 kilobytes. Packs of cards cost $1.95 to $4.95, while the e-Reader itself costs $39.95 and comes with one NES game, three Pokémon e-Reader cards and one Animal Crossing e-Reader card.



Sega sent us this beautiful piece of autographed and framed Gungrave artwork by Yasuhiro Naito (or "Nightow" as he prefers to spell it). Nightow is best known for his character designs for the Trigun series of animated films and graphic novels.



Nintendo sent us these Mario Party 4 sugar cookies to celebrate the release of the game. They almost look too good to eat! Or should we say, too collectible to eat?! Ah, the agony of perishable goods...



Logitech's Speed Force wheel for the GameCube is very similar to its wheel for the PlayStation 2. It comes with three different-colored center plates so you can match colors with your GameCube console. Find it at your favorite video-game store for just $49.99.



Yet another Gungrave promo item, this coffin-shaped wallet is attached to a bullet which also sports the Gungrave logo. Kind of huge for a wallet, but if you have enough goth blood in your veins, you won't be embarrassed when you whip it out at the grocery store or wherever.



Innovation's handy Game Boy Advance earphones come in four different colors to match the color of your GBA. And wouldn't you know it, they work with any other device that has a headphone jack, too!



Saitek's WithOut Wires (a.k.a. WOW) lets you transform any PlayStation controller into a wireless one! It includes a base that connects to your PS2 plus a remote satellite terminal for you plug your controllers into. The range is up to 30 feet. It won't exactly get rid of the wires already connected to your controllers, but it's a neat alternative to extension cords if you need extra length.

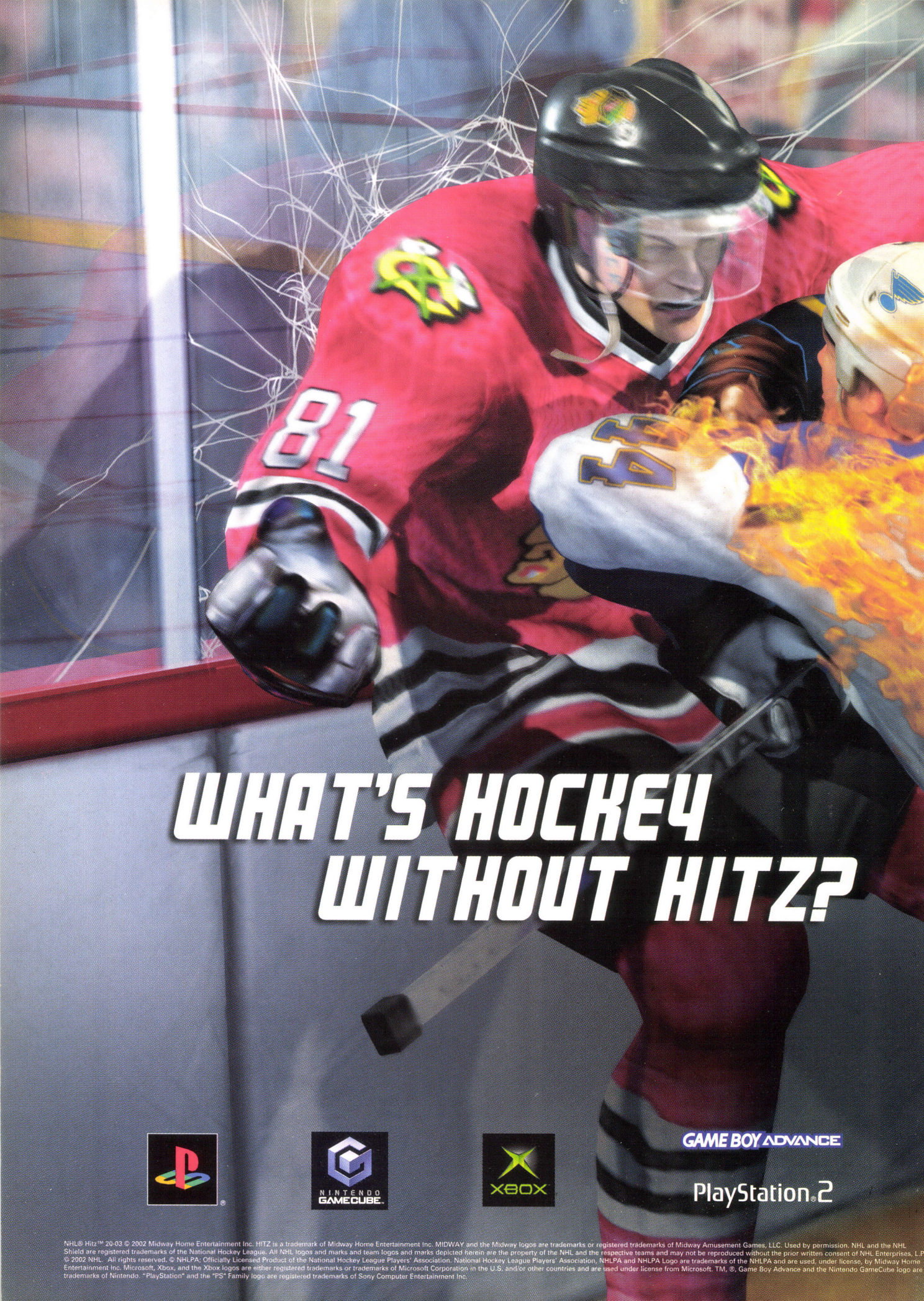


In Japan, gamers could buy a premium version of Sega's Gungrave for the PS2 with this special limited-edition figurine. It's only about four inches tall, but the detail is quite intricate. Unfortunately, it's not available in the States.



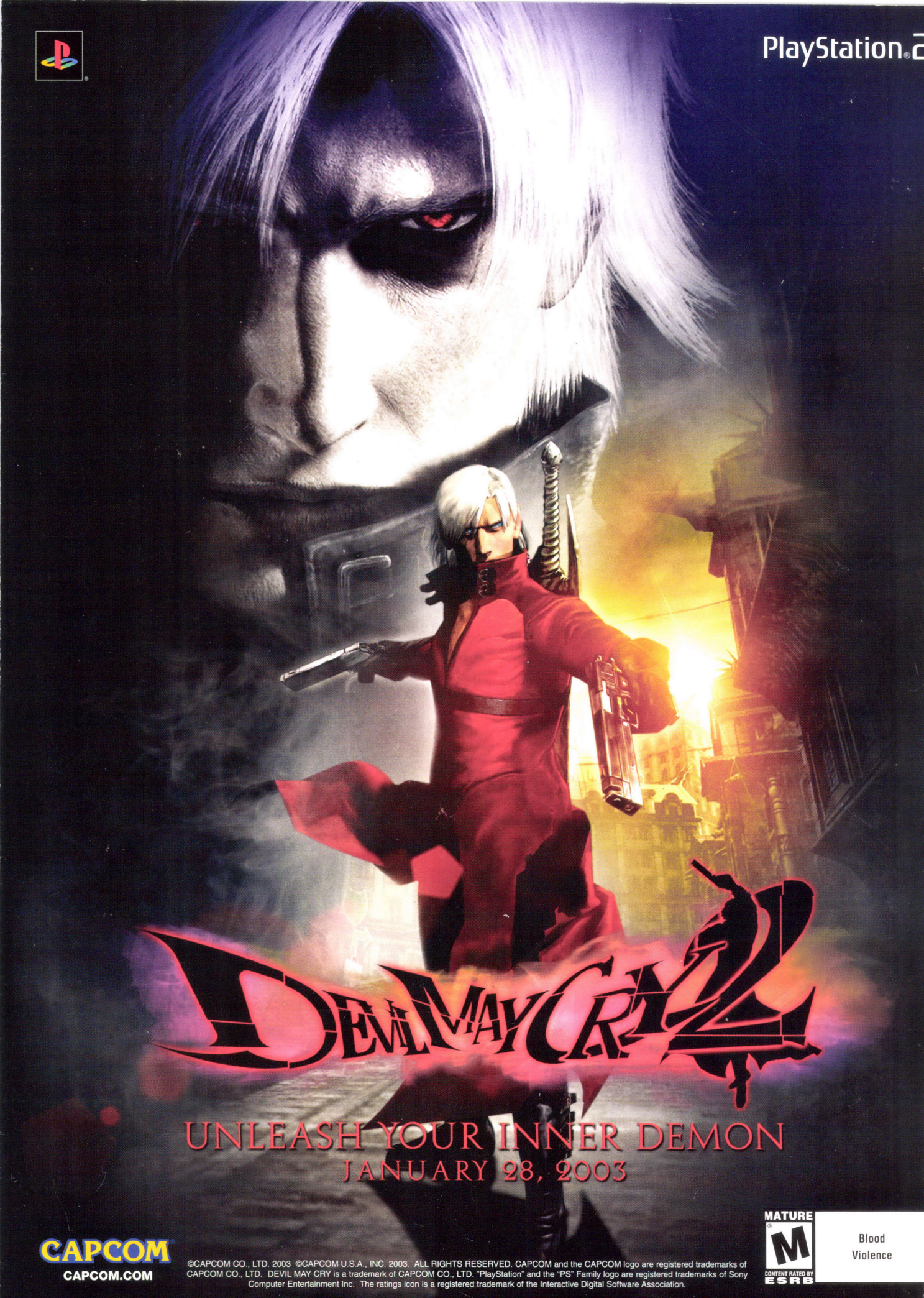
This fluffy pink pillow is a promotional item for Grand Theft Auto: Vice City. It's the perfect addition to your Miami Beach gangster mansion. Or, you can just put it on your couch and pretend that you live in a Miami Beach gangster mansion.

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